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Bethesda Game Studios® is the award-winning development team known around the world for their groundbreaking work on The Elder Scrolls and Fallout series. Creators of the 2006 'Game of the Year', The Elder Scrolls IV: Oblivion®, the 2008 'Game of the Year', Fallout® 3, the 2011 'Game of the Year', The Elder Scrolls V: Skyrim®, and most recently, the 2015 'Game of the Year', the record-breaking Fallout® 4. In 2015 the studio also released its first mobile game for iOS and Android devices, Fallout Shelter, which quickly became the top downloaded game in 48 countries. Bethesda Game Studios has earned its reputation as one of the industry's most respected and accomplished game development studios.

Gameplay Engineer

Division: **Bethesda Game Studios - Austin** | Department: **Programming** | Location: Austin , TX, US

Bethesda Game Studios is looking for a qualified Gameplay Engineer. The successful candidate will have extensive knowledge and experience in, the design and implementation of gameplay systems using C++.

Responsibilities

- Implement and support game systems, mostly written in C++
- Test and refine systems throughout the development cycle of the project
- Work closely with design and art disciplines in the development of features
- Write clear, maintainable, portable code
- Participate in code reviews

Requirements

- Bachelor's degree in Computer Science, other comparable degree area, or comparable experience
- 2+ years professional software development experience
- Solid C++ knowledge
- Solid architecture and system design ability
- Solid analytical and mathematical skills
- Excellent interpersonal skills and problem-solving ability

Desired Skills

- Ability to fearlessly jump into large, existing code bases
- Experience optimizing code for memory and CPU utilization
- Strong familiarity with Bethesda Game Studios games

How to Apply

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