

Gameplay Engineer - Amazon Game Studios

Job ID: 963619 | Amazon.com Services, Inc.

DESCRIPTION

Amazon Game Studios is looking for a Gameplay Engineer to join an exciting new project at our Seattle studio. We are an innovative, player-focused team, working on big-bets in an innovative environment. As a senior member of the team, you will work alongside production, design, art, and engineering to create fun and memorable game experiences.

What you'll do:

- Work as part of our gameplay team in a highly collaborative environment
- Design, prototype and fully implement new gameplay systems and game features
- Create and maintain reliable, scalable, and high-performance systems and tools to enable gameplay experiences

BASIC QUALIFICATIONS

- Bachelor's degree in computer science or related technical discipline or equivalent experience.
- 3+ years of professional software development experience.
- 3+ years experience in either C, C++, or C#.
- At least 1 shipped title.
- 1+ years experience in multiplayer gameplay programming.
- 1+ years experience in any of the following: physics, inputs, AI, sound, engine, game systems, tooling, or optimizations

PREFERRED QUALIFICATIONS

- Strong 2D/3D math.
 - Intuitive understanding of action gameplay and design
 - Capable of quick prototyping and rapid iteration to find the fun.
 - Passionate gamer.
 - Experience with Unity or Unreal Engine
 - Experience with scripting languages such as Python or Lua and visual scripting tools
 - Meets/exceeds Amazon's leadership principles requirements for this role.
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 - Meets/exceeds Amazon's functional/technical depth and complexity for this role.
- Amazon is an Equal Opportunity Employer – Minority / Women / Disability / Veteran / Gender Identity / Sexual Orientation / Age

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