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GAMEPLAY PROGRAMMER

Rockstar Toronto is searching for enthusiastic individuals to join our Gameplay team. As part of the team you will be working directly with designers and animators creating world class gameplay mechanics. This is a highly creative role where you will have the opportunity to influence core parts of the games we create.

RESPONSIBILITIES

You will be working on the animation side of character mechanics, such as locomotion, cover or combat. This involves working closely with our animation team to implement code systems and animation blend trees to realise the vision of the game directors. This will be an iterative process with continual reviews where we tune and polish features to produce the best combination of realism and responsiveness.

As a Gameplay Programmer you'll be expected to have a good grasp of feel. To develop world class features a keen eye for qualitative issues is essential.

QUALIFICATIONS

- A degree in computer science or equivalent.
- Minimum of 3 years commercial games programming experience.
- Experience working with animations and animation trees.

SKILLS

- Solid C++ programming skills.
- Strong math skills, knowledge of vectors, matrices and linear algebra.
- Excellent problem solving ability.
- Great team communication skills.
- Passion for playing and creating cutting edge video game experiences.

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Rockstar is an equal opportunity employer committed to an inclusive, barrier-free recruitment and selection process. We thank all applicants and advise that only those selected for further consideration will be contacted.

In accordance with Ontario's Human Rights Code, the Accessibility for Ontarians with Disabilities Act, 2005 and Rockstar's Disability Accommodation Policy, accommodation will be provided to applicants, as needed, as part of the hiring process. If you are selected for an interview and have an accommodation request, please contact Human Resources as soon as possible.

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