GAMEPLAY ENGINEER

Bethesda Game Studios - Austin @ Austin, TX, US Programming

Overview

Bethesda Game Studios is looking for a qualified Gameplay Engineers to join our team in Austin, TX. The successful candidate will have extensive knowledge and experience in, the design and implementation of gameplay systems using C++.

Qualifications

- 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

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

Preferred 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

Apply Online

WHAT TO EXPECT

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Submit to a Position

You will receive an automated email confirming we have received your resume.

Due to the high volume of applications received, it's not possible for us to respond directly to each candidate.

Don't see your desired position listed? Apply under "General Application" instead!

Recruiter Call

If you are selected, you will be contacted by our team for an initial phone screen to chat about your previous experience.

You may go through one or two phone interviews, and possibly a follow-up Skype call.

If your qualifications do not match the criteria of a current position, your resume will be kept on file.

Site Visit

The next step will be an invitation to come out and meet the team at the studio for onsite interviews.

In the event that we choose not to move forward at any point in the recruiting process, we will let you know.

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