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Software Engineer

Redmond, Washington, United States

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Job number	514087
Date posted	Sep 22, 2018
Travel	0-25 %

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Software

Profession	Engineering
Role type	Individual Contributor
Employment type	Full-Time

343 Industries, the studio developing Halo games, is looking for a Gameplay Engineer to join our team working on the next big Halo shooter experience.

As a Gameplay Engineer on the Sandbox team, you are core to enabling artists and designers to realize their vision for weapons, vehicles, abilities, and more on screen. The ideal candidate will be able to drive forward our engine technology to best support the gameplay vision. You will need to be able to collaborate with creative people and be able to deliver solid performant code in a AAA game engine. You must be a team player!

Responsibilities

RESPONSIBILITIES
As a Gameplay Engineer on the Halo Sandbox team, you will work directly with the design team to implement features within the experience. You will need to be able to accurately schedule your tasks as well as maintain a high level of communication with all team members.

- Deliver on key gameplay features in cooperation with artists and designers
- Create code systems that allow for fast iteration and are well architected
- Debug and optimize key areas of code (not just your own)
- Aid in the architecture and implementation of the

Engineer II
(https://careers.microsoft.com/us/en/job/466494/Software-Engineer-II)

San Francisco, California, United States

Engineering

Jul 31, 2018

SR SOFTWARE ENG - ANIMATION
(https://careers.microsoft.com/us/en/job/385976/SR-SOFTWARE-ENG-ANIMATION)

Redmond, Washington, United States

Engineering

Mar 19, 2018

Audio Software Engineer
(https://careers.microsoft.com/us/en/job/385049/Audio-Software-Engineer)

Redmond, Washington, United States

Engineering

Mar 19, 2018

Senior Audio Systems Engineer

game engine

Qualifications

QUALIFICATIONS/SKILLS
- Experience shipping AAA current generation games.
- At least 2 years of C/C++ professional experience (C# is a plus)
- Strong Debugging and Optimization skills in a multi-threaded environment
- A strong math background
- Experience creating game-play systems
- Strong Cross-Team Communication Skills. You can talk to creatives (e.g. artists and game designers).

BONUS SKILLS
- Experience with the Xbox One platform

Extensive development in a multi-player environment

343careers

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(https://careers.microsoft.com /us/en/job/545836 /Senior-Audio- Systems-Engineer)

Redmond, Washington, United States

Hardware Engineering

Nov 12, 2018

SR SOFTWARE ENGINEER
(https://careers.microsoft.com /us/en/job/562320 /SR-SOFTWARE- ENGINEER)

Redmond, Washington, United States

Engineering

Dec 17, 2018

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🕐 Generous time away

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