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With genre-defining blockbusters like **Wolfenstein 3D**, **DOOM** and **QUAKE**, id Software has secured itself a place in gaming history for generations to come. Founded in 1991, id Software is responsible for some of the best-selling and most critically acclaimed video games of all time and continues to provide forward-thinking technical, design and artistic leadership in the gaming space. They developed the highly-anticipated **DOOM**, which released on May 13, 2016 for PC, Xbox One, and PS4, and earned numerous awards worldwide, including Best Action Game at the 2016 Video Game Awards. id also released DOOM VFR for PSVR and HTC Vive in October 2017 and DOOM for Nintendo Switch in November 2017.

## Gameplay Programmer

Division: **id Software** | Department: **Programming** | Location: Richardson , TX, US

id Software is looking for a **Gameplay Programmer** to work on some of the industry's most celebrated and popular AAA titles. You will work closely with programmers, game designers and artists to implement and iterate on fun, game features, and rewarding customer experiences.

### Responsibilities:

- Responsible for any aspect of gameplay programming from invention and prototyping to full implementation.
- Write clear, maintainable, portable C++ code.
- Work with the Lead Project and Lead Game Programmers to design and architect major gameplay systems.
- Pro-actively communicate with artists and designers.
- Capable of quick iteration and feedback loops while working with the team.

### Requirements:

- 3+ years in the games industry or demonstrable work in the first person shooter game.
- Strong C++ coding and design experience.
- At least one shipped title where credited as a Programmer.
- Excellent math skills.
- Excellent oral and written communication skills.
- Self-motivated, but able to receive constructive feedback and integrate into work.
- Comfortable working within a team environment that encourages strong software engineering, coding standards, and code reviews.
- An understanding of and appreciation for milestones, schedules, deadlines, and efficient game development processes.

### Desired Skills:

- Bachelor's degree in Computer Science or related field, or equivalent experience.
- Experience with any version of idTech.
- Passion for developing and playing games.
- Experience developing for online single player and/or multiplayer environment.
- 5-10 years game industry software development experience (Senior level)
- Experience developing for multiple platforms (OSX, Windows, PS4, XBox One)

### How to Apply

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