

GAMEPLAY ENGINEER

ZeniMax Online Studios @ Hunt Valley, MD, US

Engineering

Overview

ZeniMax Online Studios is looking for a Gameplay Engineer supporting our current project - The Elder Scrolls Online. The incumbent would implement and maintain game systems across our client/server architecture. This position will impact several aspects of the game (game systems, combat systems, resource management) and will work closely with designers and artists in order to provide a great user experience.

Qualifications

- 3+ years of software development experience
- Proficient in C++
- Solid architecture, system design, and analytical skills
- Strong communication skills
- Good understanding of 3D math
- Ability to write clear, maintainable, portable code
- Strong debugging skills

Responsibilities

- Design and architect new game systems
- Refine systems throughout the development cycle of the project
- Collaborate with designers, artists, and other engineers for feature development
- Optimize code to improve CPU utilization and reduce memory footprint

Preferred Skills

- Experience developing for multiple platforms (Windows, OSX, PS4, Xbox One)
- Bachelor's Degree in Computer Science or equivalent experience
- Experience with network game client/server architecture
- Experience with multi-threaded programming
- MMO development experience

Apply Online

WHAT TO EXPECT

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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