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Gameplay Programmer Intern

⊙ Cary, NC

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Full time

R552

About Us

For over 25 years, Epic Games has been making award-winning games and game engine technology that empowers others to make visually stunning games and 3D content that brings environments to life like never before. Epic's award-winning Unreal Engine technology not only provides game developers the ability to build high-fidelity, interactive experiences for PC, console, mobile, and VR, it is also a tool being embraced by content creators across a variety of industries such as media and entertainment, automotive, and architectural design. As we continue to build our Engine technology and develop remarkable games, we strive to build teams of world-class talent.

The Epic Games Unreal Engine team is looking for a Gameplay Programmer Intern to join them for the 2019 summer in Cary, NC. You'll work with our engineering teams on FORTNITE and unannounced projects along with the brightest technical minds in the business.
As an intern, you are provided with a meaningful experience with high expectations for performance. If you want to build something Epic next summer, this is the opportunity for you!
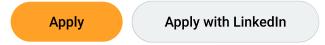
Your days will include:

- Working closely with the Engine team on anything from investigating and fixing bugs to working with Game Designers on performance, hero, and game systems
- Improving the gameplay framework of Unreal Engine 4
- Supporting Epic product releases
- Developing solutions to various technical challenges under deadlines

You'll bring:

- Suggested degree work in CS or equivalent
- Strong C++ knowledge
- Demonstrated interest in game development
- Basic understanding of gameplay in a game engine: core system tasks, such as graphics, tools, audio/video, networking, memory handling, script compilers, I/O, etc.
- Work samples (indie, academic, hobby project etc.)
- Familiarity with Unreal Engine 4 preferred

This is a paid internship, running May 28 through August 16. All candidates must be eligible to work 40 hours per week on site in Cary, NC.

#LI1

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