**Gameplay Engineer - Treyarch Vancouver**

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locations

Vancouver

time type

Full time

posted on

Posted 10 Days Ago

job requisition id

R013207

Job Title:

Gameplay Engineer - Treyarch Vancouver

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Job Description:

We are looking for a talented engineer with a passion for gameplay and a critical eye for game design to join our team in either Los Angeles, CA or Vancouver, BC. As a Gameplay Engineer, you will be working closely with our Design team to bring innovative game features to life.

A Gameplay Engineer should be excellent at rapidly prototyping ideas and be capable of quickly turning a design specification from paper into a usable game system for further iteration. A successful Gameplay Engineer will have an “eye” for gameplay and a knack for understanding how to deliver exciting features that millions of fans are going to love. You should be able to get quickly familiarized with existing codebases and be able to write elegant, high performing extensible code that works well within a collaborative environment.

What you’ll do…

* Implement, debug and optimize major systems in C/C++ and other languages in the context of a large cross platform codebase
* Spearhead development of innovative gameplay experiences
* Contribute to game architecture and technical designs and postmortems
* Perform data and code analysis to identify improvement opportunities
* Provide mentorship to less experienced engineers

To succeed you will have…

* 3+ years of proven experience in a Gameplay Engineering role or similar position with multiple shipped titles
* Proficiency in C/C++
* Proficiency in scripting language such as Python or Lua
* Advanced knowledge of algorithms and data structures
* Advanced optimization and debugging skills
* Strong math skills – especially linear algebra and 3D vector math
* Game knowledge and an understanding of the design principles behind games
* Able to collaborate with other engineers and non-technical team members, and be able to adapt to a fluid, changing environment as creative challenges constantly evolve
* B.S. in Computer Science or equivalent experience
* And most importantly, a passion for making games

We’d love it if you also have…

* Advanced programming specialty, such as low level network programming, High Level Shader Language (HLSL), SSE assembly, etc
* Expertise and passion in one or more of the following areas: AI, User Interfaces, Animation, or General Gameplay

Covid-19 Hiring Update: We’ve transitioned to a work-from-home model and we’re continuing to interview and hire during this time. This role is expected to begin as a remote position. We understand each person’s circumstances may be unique and will work with you to explore possible interim options.

About Treyarch

Founded in 1996, Treyarch is a videogame studio whose purpose is to create awesome games for the world to enjoy. With this purpose in mind, we crafted the award winning Call of Duty: Black Ops series and pioneered the fan favorite Zombies mode.

At Treyarch, we empower the team to be individually driven to innovate on our games, processes, and culture. How we do things is just as important as what we do.

Studio culture and development, we believe it’s a team effort and that collaboration and hearing one another is key. Every day we face the large and small challenges together and every voice matters.

These values guide us in our mission to create moments that matter. Both to the players and to us, the creators. In an era where triumphs and defeats are readily shared, seeing players engage with our creations gives us great pride. Come help us create that next moment.

We are an Equal Opportunity Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, gender expression, national origin, protected veteran status, or any other basis protected by applicable law, and will not be discriminated against on the basis of disability.

To learn more about our studio, please visit us at [www.treyarch.com](http://www.treyarch.com/), on Facebook at [www.facebook.com/treyarch](http://www.facebook.com/treyarch), and @treyarch on Twitter.