**Gameplay Engineer**

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**Playground Games is looking for great game play engineers to join the Fable team, working on our open world action RPG.**

You will join a highly performing team of experienced developers creating game play systems and features to bring the next game in the Fable franchise to life. Working as a game play engineer, your role will see you liaising between multiple engineering teams, in addition to other departments, so good communication skills are essential.  
  
Your passion for writing quality software using strong engineering practices will enable you to develop world leading game features. Your excellent communication skills will see you working with members of all disciplines to implement game features which offer players innovative game play experiences

**Skills Summary:**

* Good C++ skills
* A degree in Games Programming, Computer Science or similar
* Excellent communication skills
* Experience with using game engines and tools
* A passion for games

This is a fantastic opportunity to join one of the world’s most exciting games studios, using cutting edge technology to create world class games with an established, highly talented and collaborative team.