**[Rockstar Toronto](https://www.rockstargames.com/careers/offices/rockstar-toronto) .** [**Code**](https://www.rockstargames.com/careers/openings/department/code)

**AI/Gameplay Programmer (Mid / Senior Level)**

At Rockstar Games, we create world-class entertainment experiences.

A career at Rockstar Games is about being part of a team working on some of the most creatively rewarding and ambitious projects to be found in any entertainment medium. You would be welcomed to a dedicated and inclusive environment where you can learn, and collaborate with some of the most talented people in the industry.

Rockstar Toronto is on the lookout for a talented Gameplay/AI Programmer who is passionate about gameplay and character mechanics. This is a full-time permanent position based out of Rockstar’s unique game development studio in Oakville, and we are open to consider applicants with both mid or senior level experience.

**WHAT WE DO**

* We create believable characters using both AI and animation techniques.
* We create believable worlds that players can get immersed in.
* We develop combat systems related to melee, grappling, weapons, and character damage tracking.
* We work as a global AI/Gameplay team across multiple studios as well as working closely with animators and designers.
* We follow an iterative process where we tune and polish features.

**RESPONSIBILITIES**

* Work together with designers and animators to deliver features on schedule.
* A keen eye for qualitative issues is essential.

**QUALIFICATIONS**

* A degree in computer science or equivalent.
* Minimum of 3 years commercial games programming experience.
* Experience working with animations and animation trees.

**SKILLS**

* Solid C++ programming skills.
* Strong math skills, knowledge of vectors, matrices and linear algebra.
* Excellent problem-solving ability.
* Great team communication skills.
* Passion for playing and creating cutting edge video game experiences.

**PLUSES**

Please note that these are desirable skills and are not required to apply for the position.

* Experience developing melee mechanics in a first or third person game (hand-to-hand combat, grappling, use of non-firearms).
* In-depth familiarity of Rockstar products is a massive plus.

**HOW TO APPLY**

Please apply with a resume and cover letter demonstrating how you meet the skills above. If we would like to move forward with your application, a Rockstar recruiter will reach out to you to explain next steps and guide you through the process.

Rockstar is proud to be an equal opportunity employer, and we are committed to hiring, promoting, and compensating employees based on their qualifications and demonstrated ability to perform job responsibilities.

If you’ve got the right skills for the job, we want to hear from you. We encourage applications from all suitable candidates regardless of age, disability, gender identity, sexual orientation, religion, belief, or race.