**Gameplay Programmer**

**ABOUT SPLASH DAMAGE**

We believe that games play better with friends. For more than 20 years, we’ve been creating team-based multiplayer experiences that have entertained tens of millions of players all over the world and forged countless new friendships along the way.

Our studio culture is rooted in our open, friendly, and collaborative environment. Our games are made by people from all over the world, from our entry-level Fresh Talent hires to industry veterans, and we believe that fostering that diverse culture is the best way to build both our games and our studio. We have won numerous awards, including a ‘World-Class’ accreditation by Best Companies and being named one of the UK’s 100 Best Large Companies to work for.

While our offices are based in Bromley, UK, our people have access to progressive working patterns that give them the flexibility to decide how to do their best work.

**Benefits:**

We offer a comprehensive benefits package for you and your family, including:

* Work your way with access to progressive working patterns including hybrid and fully remote
* Substantial performance-related pay system on top of your basic compensation, along with enhanced pension contributions and our life assurance scheme
* Bespoke VISA and relocation packages for you and your family, with support from our team throughout the whole process
* 25 days of holiday and 8 Bank Holidays a year, plus our annual studio closure between Christmas and New Year’s
* Private Medical and Dental Cover for you and your family, along with a 24/7 digital GP service
* Extensive Mental Health support, with Line Manager Mental Health training, a group of Mental Health First-Aiders, and on-site or remote counselling
* Our bespoke Learning and Development course framework to help you grow as an employee, manager, and leader
* Industry-leading fully paid 30 weeks maternity leave & 10 weeks paternity leave

**THE ROLE**

At Splash Damage, we create multiplayer combat games that champion team play and promote lifelong friendships. Members of the Gameplay programming team are responsible for implementing new and exciting gameplay features within a multiplayer environment. We work closely with other disciplines to help them realise their ideas through rapid prototyping and iterative agile development.

We are looking for a Gameplay Programmer to join a team working on a leading AAA franchise. You will work within cross-functional teams to deliver features on-time and to a high level of quality. Through regular communication and interaction with other team members, you will gather the requirements for, and own the implementation of, key tasks and features related to a wide range of development areas. You enjoy exploring new challenges and are comfortable solving difficult problems autonomously where required.  
  
**You excel at:**

* Working with members of multiple disciplines to iteratively develop features that address and achieve the high-level goals of the game.
* Working effectively in open and collaborative environments.
* Employing a can-do attitude to solve difficult problems as part of an agile, fast-moving and highly-focused team.
* Breaking down your work into measurable and achievable tasks.
* Writing clear, maintainable and portable code.
* Communicating ideas, intent and constraints to both technical and non-technical team members.

**You have:**

* Strong practical knowledge of C++, with relevant professional experience.
* Strong understanding of game-development related 3D maths principles.
* The ability to communicate effectively with technical and non-technical team members.
* Excellent time management skills and the ability to self-organise.
* The people skills to work collaboratively within a team.
* Professional experience iteratively implementing gameplay features from inception to delivery.

**Even better if you have:**

* Professional development experience with real-time networked multiplayer games and/or turn based tactical games.
* Professional Unreal Engine 4 development experience.
* Experience with multi-threaded development
* Experience developing for Xbox One and/or PS4.
* Experience profiling and optimising code for optimal CPU, memory and bandwidth usage.
* Experience in developing procedurally generated environments.
* Experience in animation programming.

Splash Damage is an equal opportunity employer. We believe our teams create better work when they have a range of perspectives to draw from, and we are committed to creating an inclusive working environment that celebrates diversity.