**Software Engineer #684 position with 343 – Job Description**

* **Our client is looking for a Software Engineer to join our analytics team. The ideal candidate will have a strong Software Engineering background with experience in both C++ and C# as well understanding of data processing pipelines.**
* **In this role, you will support the analytics team in the task of creating and updating telemetry and instrumentation in the AAA game engine, and maintaining aspects of the telemetry processing pipeline.**

**Responsibilities:**

* **Adding, modifying and debugging telemetry instrumentation in the AAA engine (C++) and supporting code and logic systems.**
* **Maintaining and debugging the telemetry processing pipeline, which is a combination of managed C# code and a proprietary query language known as Kusto.**

**Qualifications & Skills:**

* **Experience with C++**
* **Experience with C# or Java**
* **Excellent problem solving and communication skills**
* **Ability to learn quickly in a fast-paced environment.**

**Pluses:**

* **Experience with game development**
* **Experience developing for Xbox**
* **A passion for gaming**
* **Experience or knowledge of database programming (some flavor or SQL) or big data systems (Hadoop/Spark/Databricks/Cosmos/AzureDataExplorer)**

**Software Engineer #682 position with 343 – Job Description**

**We are looking for an experienced REST Web Service developers to help build the next generation of web services to support the AAA video game franchise.**

**Responsibilities:**

* **Build web services and supporting tools as directed**
* **Document and review designs for assigned projects**
* **Write efficient code that conforms to our coding standards and best practices**
* **Deliver fully tested (Unit, Functional and Stress) and reviewed code**

**Qualifications and Skills:**

* **Extensive experience writing C# and .Net-based products**
* **Experience building REST web services**
* **Experience developing Azure-based applications, particularly using Azure Storage and Event Hub**

**Pluses:**

* **Experience developing with a Distributor Actor model based platform, such as Orleans or Akka**
* **Developing and deploying container-based applications**

**Software Engineer – Animation #572 position with 343 – Job Description:**

**Work on one of the most exciting and creative intellectual properties in the industry. Client Industries is expanding its Animation Workflow team and is looking for a passionate Software Engineer to help drive the future of Halo.**

**Responsibilities:**

·        **Work closely with technical artists, animators, and other engineers to rapidly prototype new animation features and systems.**

·        **Design, implement, and maintain robust animation and gameplay systems.**

·        **Understand and maintain a large, legacy codebase.**

·        **Debug and optimize key areas of code.**

·        **Minimum Qualifications & Skills:**

·        **2+ years of professional C++ experience.**

·        **Ability to write and document clean, maintainable code.**

·        **Strong interpersonal and communication skills**

·        **Good understanding of algorithms, performance, optimization and debugging.**

**Pluses:**

·        **Experience working with large and complex tools and codebases**

·        **Familiarity with game animation systems.**

**Gameplay Engineer #650 position with 343 - Job Description:**

**Looking for a Contract Software Engineer to join our team working on the next big AAA shooter experience.  As an engineer, you'll work closely with game designers to create AAA gameplay experiences.**

**Responsibilities:**

·        **Collaborate closely with designers and content creators to deliver gameplay experiences**

·        **Design and implement new gameplay systems, from prototype to completion**

·        **Extend and improve existing gameplay systems**

·        **Team up with other developers across the studio to deliver amazing results**

·        **Participate in technical systems design and planning**

·        **Solve issues that stand in the way of great player experiences**

·        **Work with team leads and producers to estimate, track, and scope work across all phases of the project**

·        **Qualification and Skills:**

·        **Professional software engineering experience in C++**

·        **Professional experience shipping products with a multidisciplinary team**

·        **Professional experience working closely with creative team members to deliver features**

**Pluses:**

·        **Strong communication skills, with both technical and non-technical team members**

·        **Software engineering experience, including software design, analysis, and debugging**

·        **Experience working with a multithreaded game engine**

·        **Familiarity using Lua as an embedded scripting language**

**Game Editor Developer #719 position with 343 - Job Description:**

* **Our client is looking for an experienced software engineer to help create our next-generation game editor to enable artists and designers to create innovative games in the AAA universe.**
* **We are looking for a talented and experienced programmer with proven ability to help us deliver a solid, usable system to create content for our AAA game title. As a candidate, you should understand and have experience with the challenges of large, real-time application development.**

**Responsibilities:**

* **As an engineer on the core editor team you will work with other engine developers to modify our internally developed game engine to create the foundation on which all of our internal content editing features and pipelines will be built.**
* **Work across many different disciplines to enable artists and designers to bring our game to life and push the boundaries of what people expect from real-time games.**
* **Work with producers to accurately schedule and coordinate cross-team to deliver polished, fully comprehensive experiences.**

**Qualifications & Skills:**

* **At least 3 years of professional C#**
* **Experience developing large WPF applications**
* **Passion for creating amazing AAA game experiences**
* **Previous game development experience and knowledge of game development technologies**
* **Strong cross-team communication skills**
* **Good understanding of algorithms, performance, optimization and debugging**

**Pluses:**

* **Adept code refactoring skills**
* **Strong UX design sensibilities**
* **C++ experience**

**Live Team Engineer #713 position with 343 - Job Description:**

* **Our client is looking for an engineer to join our team working on the next big AAA shooter experience. Work on one of the most exciting and creative intellectual properties in the industry and help drive the future of AAA.**
* **As an Engineer on the Live team, you will work on all aspects of our game’s user-interface, including everything from player-facing UI to back-end tooling. You will need to work in an existing codebase to create systems to allow our artists and designers to create beautiful, highly-functional and performant UI. The ideal candidate will enjoy finding new ways to leverage existing systems to enable content creators to do more.**

**Responsibilities:**

* **Drive enhancement and development within our proprietary UI system in the Slipspace engine.**
* **Work with designers and artists to plan new features and find ways to improve workflows.**
* **Work with producers to accurately schedule and coordinate cross-team to deliver polished, and comprehensive features**

**Qualifications & Skills:**

* **Professional software engineering experience in C++ and C#**
* **Experience working with large and complex codebases**
* **Strong communication skills, with both technical and non-technical team members**

**Pluses;**

* **Previous game development or tools experience**
* **Shipped titles or experience supporting a released title**
* **Experience developing in a multi-player environment**
* **Familiarity using Lua as an embedded scripting language**
* **Passion for creating amazing AAA game experiences**

**Software Engineer - Physics #706 position with 343 - Job Description:**

* **Our client is looking for a Physics engineer to join the Core Game Systems team working on the next big AAA shooter experience.  As a physics engineer, you'll work alongside a team of talented individuals to build out and debug physics features in the engine.**
* **Core Game Systems is a team of specialists, and our mandate is to ensure the Slipspace engine can scale to match the immense amount of content created by our gameplay designers and artists.**
* **The focus of the role will be on Physics, but candidates should expect to work across a range of technologies to fit the needs the team – other technologies that fall in this space are Navigation, Content Streaming, and Scripting Systems.  The ideal candidate will enjoy tackling challenging and complex problems, with an eye for scalable design and architectural elegance.**

**Responsibilities**

* **Develop deep knowledge of low-level gameplay systems – especially physics**
* **Provide scalable solutions for a variety of gameplay problems**
* **Work with other engineers to review and evaluate code architecture and system designs**
* **Improve existing (and sometimes old) systems that aren’t performing to required standard**
* **Investigate complex issues arising in core game systems**
* **Consider user impact features for designers and artists when designing low-level systems and features**

**Qualifications & Skills**

* **4+ years of professional programming experience**
* **3+ years of experience in C++**
* **2+ years of experience working in game physics**
* **Comfort working with large complex codebases**
* **History of successful feature execution in a legacy environment**
* **Proven ability to gather deep knowledge of specific features**
* **Willingness to dig into the details of complex problems**

**Pluses:**

* **Experience with modern game engines and technologies**
* **Experience working with Havok**
* **Experience with LUA or similar scripting systems**

**Forge Engineer #694 position with 343 - Job Description:**

* **Our client is looking for an engineer to join our team working on the next big AAA shooter experience. Work on one of the most exciting and creative intellectual properties in the industry and help drive the future of AAA.**
* **As an Engineer on the Forge team, you will work on all aspects of a user-facing tool that contains many features for level design, modifying engine settings and game play scripting.**
* **You will need to work in an existing codebase to create systems to allow our users to leverage engine features and create new ones.  The ideal candidate will enjoy finding new ways to leverage existing systems to enable content creators to do more.**

**Responsibilities:**

* **Drive development of new features and enhance existing code.**
* **Coordinate with other teams at client to leverage their features in Forge.**
* **Work with designers to plan new features and find ways to improve workflows internally and externally.**
* **Work with producers to accurately schedule and coordinate cross-team to deliver polished, and comprehensive features**

**Qualifications & Skills:**

* **Professional software engineering experience in C++**
* **Experience working with large and complex codebases**
* **Strong communication skills, with both technical and non-technical team members**

**Pluses:**

* **Previous game development or tools experience**
* **Shipped titles and experience supporting a released title**
* **Experience developing in a multi-player environment**
* **Solid 3D Math skills (linear algebra and trig.)**
* **Familiarity using Lua as a scripting language**
* **Passion for creating amazing AAA game experiences**