**Gameplay Engineer**

Duration: 18 months

Location: Redmond Town Center, Onsite

**Job Description:**

One of the hottest gaming studios is looking for a Gameplay Engineer to join our team. As a Gameplay Engineer, you will 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

**Qualifications & 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