**Title:** Software Engineer - Gameplay

**Location:** Redmond Town Center B4

**Contract Duration:** SEPT 2020 (w/possibility of extension)

**Software Engineer - Gameplay**

**Job Description**

A renowned game studio’s is looking for a talented Gameplay Engineer to join the World Content Development team working on the next big shooter experience. As a Gameplay Engineer, you'll focus on close collaboration with a team of environment artists, gameplay designers, and level designers to build out the player experiences in our upcoming title.

Our content engineering team is a team of skilled generalists, and our mandate is to bring the vision of our content creators to life in ways that are stable, scalable, performant and re-usable. The focus of the role will be on implementation of both high-level gameplay systems and specific gameplay experiences in a combination of C++ and Lua.

Candidates should expect to work across a range of technologies to fit the needs the team – and all candidates should be comfortable diving into and working in lower-level engine code in order to debug any problems that might arise during day to day development. The ideal candidate will enjoy working in a highly collaborative environment, and will need to have both solid technical and communication skills.

**Responsibilities**

* Work closely with designers and level artists to iterate daily on gameplay experiences
* Develop deep understanding of our high-level gameplay and scripting systems
* Provide scalable and re-usable solutions for a variety of gameplay problems
* Work with other engineers to review and evaluate script architecture and system designs
* Improve existing systems that aren’t performing to required standard
* Investigate complex issues arising in the engine, underlying script
* Consider user impact features for designers and artists when designing low-level systems and features

**Qualifications & Skills**

* Proven ability of successful interaction with creative disciplines
* 4+ years of professional programming experience
* 3+ years of experience in C++
* Comfort working with large complex codebases
* Ability to execute feature requests within a highly constrained environment
* Willingness to dig into the details of complex problems

**Pluses**

* Experience with modern game engines and technologies
* Experience with Lua or similar scripting systems
* History of successful feature execution in a legacy environment

About Us:

Neal Analytics helps companies navigate their digital transformation journey in converting data into valuable assets and a competitive advantage. With our machine learning and data engineering expertise, we leverage data to drive margin increases and profitable analytics projects. Comprised of consultants specializing in Data Science, Business Intelligence, Cognitive Services, practical AI, Data Management, and IoT, Neal Analytics is trusted to solve unique business problems and optimize operations across industries.

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