**Gameplay Programmer**

* Abbot's Hill, Gateshead NE8 3DF, UK
* Full-time
* Department: Code
* Location: UK / Newcastle

**Company Description**

People Can Fly is one of the leading and most experienced Unreal Engine studios in the world. We took off in 2002 and since then, we have never slowed down. We made our mark on the action-shooter genre, developing titles such as Painkiller, Bulletstorm, and Gears of War: Judgement. After being part of the Epic Games family, our desire to stay free and create on our own terms eventually made us independent.

Over the years our studio has grown from 40 to nearly 300 people, whom we affectionately call ‘aviators’, located across the globe. You’ll now find us not only in Poland but also in the United Kingdom, the United States, and Canada. Our world-class creative teams are currently working on two exciting AAA projects - Outriders and a brand new action-adventure title.

We make great games and this is why freedom and ownership stay at the center of everything we do. We make sure that our culture stays informal, whilst direct communication and a quick decision-making process really matter. As a PCF aviator, you’ll have a real impact on the games we’re working on. You’ll also receive access to our solid know-how, creative resources, and constructive feedback at every stage of development. We want to embrace your contribution!

This is a unique moment in our history. Take flight on this amazing journey with us and become a part of something truly special!

**Job Description**

* Developing and maintaining the tools and systems necessary to implement gameplay features
* Prototyping new gameplay features
* Coding for complex gameplay mechanics
* Coding for level layout, event scripting, balancing, pacing, and tuning
* Testing, debugging, profiling, and optimizing implementations
* Actively attending code review

**Qualifications**

* At least 3+ years of experience in the production of games for consoles and PC
* Shipped title experience
* A keen sense of what makes gameplay systems fun
* Ability to work well in a fluid, changing environment as creative challenges evolve
* Ability to work with game developers from all disciplines
* Strong skills in C/C++
* Strong math skills
* Familiarity with AI, physics, animation, and gameplay code in general
* Knowledge of any project management and bug tracking software (like JIRA)
* Ability to write solid, reliable, efficient code
* Being able to work efficiently under tight deadlines
* Strong verbal and written communication skills in English
* Open-minded team player attitude
* Strong work ethic and self-motivated
* Passionate about playing and making video games

**Nice to have**

* Experience with profiling and optimizations
* Experience with character scripting, animation blending, and similar techniques
* Experience working on consoles such as PS4 and Xbox One
* Unreal Engine 4 excellent knowledge
* JIRA, Swarm and Perforce Knowledge
* BS (or higher) in Computer Science or similar discipline (Physics, Math, EE, etc.)

**Additional Information**

**What we offer**

* A competitive salary and performance-based bonuses
* Personal development opportunities and the possibility to work in a multicultural environment
* Work in a creative team with people full of passion for what they do
* Private health care & gym card
* Business trips and integration events
* Comprehensive assistance in relocation
* Fresh fruits, snacks, and beverages for everyone in the office
* Free library with a wide range of games and books
* In-company English language classes and Polish lessons for foreigners
* An informal atmosphere, no dress code, no unwanted formalities

**Job Location**