**Player Character Systems Engineer**

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**Playground Games is looking for an experienced engineer to join the Fable team.**

Your skills and passion for developing player character systems will see you create features across locomotion, camera, input and beyond that culminate in truly engaging, visceral gameplay experiences.  
  
With your industry experience designing and implementing these systems, you will become key part of a world-class engineering team, working closely with designers, animators and other engineering disciplines.  You will join the team at an early stage, giving you the rare opportunity to shape the technology used to build a large-scale AAA title.

**SKILLS SUMMARY:**

- Strong C++ and software architecture skills  
- Detailed knowledge of character-centric systems, such as player character locomotion, input, feedback, and camera  
- Proven ability to develop key player-facing systems  
- Excellent communication and collaboration skills  
- A passion for games

This is a fantastic opportunity to join one of the world’s most exciting game studios, using leading technology to create world class games, within a successful, highly talented and collaborative team.