

Gameplay Programmer

As a Gameplay Programmer you will be working with our bespoke, cutting edge, multi-threaded engine to create gameplay mechanics and systems, which immerse players within the vast, yet highly detailed spacescapes of some of the most ambitious games ever developed.

Working with the latest PC hardware, technology and APIs, we develop an extensive range of highly realistic and systemic features to simulate gameplay ranging from multi-crew space flight combat to planetary first-person shooter, asteroid mining to cargo running, and bounty hunting to cinematic storytelling.

Founded in 2012, Cloud Imperium Games creates cutting-edge videogames that defy expectations. We're currently developing Star Citizen, a record-breaking multiplayer online space sim, and Squadron 42, a cinematic single-player adventure set in the same universe. Join us as we break boundaries and make videogame history.

We are a crowdfunded company and have a dedicated and enthusiastic community of backers who are helping us create the "Best Damn Space Sim Ever".

For more information about life at Cloud Imperium Games, check this out - <https://youtu.be/cXjp7SRBpIA>

What do our Gameplay Programmers do?

The day to day responsibilities of our Gameplay Programmers vary, but in short, you will be:

- Designing and implementing well-engineered, reliable, scalable and robust code.
- Collaborating with other team members and disciplines to develop various gameplay systems.
- Peer-reviewing technical designs and documentation with the help of the wider team.
- Identifying technical and developmental risks and obstacles while creating innovative solutions to overcome them.
- Driving engineering principles and practices for their teams, pushing boundaries and promoting new and innovative ways of working.
- Supporting our growth culture and advocating knowledge sharing.

What would we expect from our Gameplay Programmers?

A true passion for making games is a must, and we would also like it if you:

- Are comfortable working with C++ in a large, shared codebase.
- Have a good knowledge of 3D mathematics.
- Have experience with programming game features and systems.
- Work well in a co-located yet collaborative team environment.

- Can explain and present technical solutions to both programmers and team members from other disciplines.
- We are always keen to hear from passionate gameplay programmers, so join the 'verse and become our latest Star Citizen!

CIG Diversity Statement

CIG is a global company, staunchly committed to cultivating a culture and workplace that celebrates all backgrounds, lifestyles, and perspectives. Together, we are creating a space where authentic recognition, appreciation, and understanding of the importance of diversity is fostered by everyone. As an Equal Opportunity Employer, we strive to build a team that represents all walks of life, and we want every employee to bring all the things that make them unique to the work environment. The universe is as vast and varied as the people in it, and it's our differences that make it special.

Fraud Statement

We are aware of people receiving job offers that fraudulently allege to be from CIG. These types of fraud can be carried out through false websites, fake email addresses claiming to be from our company, or social media. We do not ask for your personal info like bank account numbers, identification numbers, etc through social media or chat-based apps, nor do we request or send money for the purchase of business equipment.

If you suspect fraud, please report it to your local authorities, as well as reaching out to us at info@cloudimperiumgames.com with any information you may have.

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