

The ideal candidate will have created a number of improvements across a number of different systems, displaying fluency comprehension and then improving Epic's design patterns. This role will entail getting a decent understanding of whichever subsystem we're encountering problems with, and suggesting and implementing alternative solutions. This is unlikely to be graphics, networking or physics which have their own engineers. The ideal candidate will work well with a team and understand the architecture of current console hardware and know how to maximize performance on it. Depending on the candidate, this might be a lead role, principal role, or senior role where you help run the engine team (as opposed to tools / gameplay teams). You'll report to the Tech Director.

KEY RESPONSIBILITIES

- Engine modifications to function better on our game design
- Engine system replacement to function better with our game design
- Quality of life improvements on workflows.
- Guide gameplay / design / art decisions around problematic subsystems.
- Profiling and performance.
- Improve gameplay / design / art workflows.
- Making a great game.

QUALIFICATIONS

Required

- Strong C++,
- Multithreading
- Experience creating major enhancement to UnrealEngine
- Experience keeping created code in sync with Epic's version upgrades
- Shipped a console game using UnrealEngine
- Degree in CompSci (or similar) or 3+ years industry experience