

Player usability is a key focus of the Gameplay Engineer. They oversee User Interface issues, player notifications, gameplay mechanics and game upgrades. Optimizing the playability of the game requires creative solutions to technical issues, testing, software integration, debugging, and an element of design. The Gameplay Engineer also has to keep an eye on the long-term stability of the product as players will push the game to its limits. Engineers need to know what these limits are and ensure the programming is rigorous enough to withstand the most experienced of players.

### **KEY RESPONSIBILITIES**

- Design and create technical specifications for major gameplay features and systems
- Work closely with fellow programmers, artists, and designers to create and iterate on game features
- Use strong critical thinking to problem solve and debug programs
- Contribute unique, personal ideas toward all aspects of the game's production and development
- Optimize and maintain existing game systems
- Ensure quality using modern development techniques such as test automation and continuous integration

### **QUALIFICATIONS**

#### **Required**

- 3 years of professional game development experience
- Experience as primary architect of at least one core gameplay system
- Strong skills in C++ and experience with scripting languages
- Experience working on a live service or online multiplayer game
- Strong mathematical skills
- Experience working with any of the current generation of consoles
- Must be a strong collaborator willing to accept and respond to critical feedback
- Self-motivated, strong work ethic, and able to work independently
- Passionate about personal development and takes advantage of opportunities to continuously improve
- You're user-focused, passionate, scrappy, solutions-focused, and innovative. These traits equal success at Epic and influence everything we do.