

When you're a Gameplay Network Engineer, you have direct influence over the quality of the game's online experience. You are entrusted with developing the game's low-level network features, integrating the game engine with our online services, and optimizing network performance. You are an essential part of a team that holds the player's connected experience at the core of its mission. During the game's development, you commit yourself to answering the most fundamental questions: Will the game be as responsive as possible in multiplayer matches? Does the latency meet a pro-gamer's expectations? Is the experience as seamless as it can be? As a dependable member of a cohesive online game team, you will participate in the design, coding, testing, integration, and debugging of the game's networking and multiplayer engine features. You'll ensure our players enjoy the ultimate multiplayer experience.

## **KEY RESPONSIBILITIES**

- Optimize low-level networking systems to improve latency
- Integrate online services into the game engine
- Collaborate with other engineers to improve the game's network replication
- Educate content creators and gameplay engineers on how to maximize network reliability and replication
- Develop networking code to interact with backend systems for new gameplay features and data collection
- Maintain and extend documentation on network-oriented features and systems
- Debug and optimize existing gameplay networking

## **QUALIFICATIONS**

### **Required**

- C/C++ experience with understanding of multi-threaded programming techniques
- Experience building games as a network-oriented gameplay engineer for PlayStation, Xbox, or PC
- Understanding of computer and console game networking systems and technologies (e.g. peer-to-peer and client/server models, latency compensation, etc.)
- Experience with off-the-shelf anti-cheat products, such as Easy Anti-Cheat or Battleye
- Strong communication and interpersonal skills, ability to work as a part of a team
- Self-directed, focused, and detail-oriented