

You'll be working to design, create, and extend the underlying general and platform-specific systems which bring our games to life. Your contributions will empower the content developers and our target platforms to shine. You will work on a small collaboration-oriented team where you will have the opportunity to contribute in meaningful ways.

KEY RESPONSIBILITIES

- Optimize game code and systems
- Implement system-level and gameplay-supporting systems
- Collaborate with Lead Core Engineer on technical design and feature roll out
- Work with content teams and other engineers to identify systems in need of maintenance, optimization, or refactoring
- Coordinate with other developers to ensure smooth roll out of new features
- Review the work of other engineers and provide mentorship
- Create and maintain technical design documents

QUALIFICATIONS

Required

- C/C++ experience with understanding of multi-threaded programming techniques
- Understanding of low-level optimizations and core subsystems, memory management, cross-platform development
- Experience building games as an engineer for PlayStation, Xbox, or PC
- Ability to be self-directed, focused, and detail-oriented
- Experience with technical requirement certification (Sony, Microsoft, etc.)
- Experience on the new generation of consoles (PS5, Xbox Series X)
- Understanding of streaming file systems
- Experience in networked gameplay
- High level graphics knowledge using Direct3D or OpenGL