



<https://thetagit.com/careers/ai-engineer/>

#1301 AI Engineer

Description

Are you an avid gamer interested in creating cutting edge games? Our client is currently seeking a talented AI Engineer to create gameplay systems for an unannounced project. The ideal candidate is well versed in C++, has created games in the past, and truly enjoys strategy games.

Responsibilities

Primary Responsibilities Include:

- Develop AI for strategy and simulation games.
- Write and maintain high-performance C++ and LUA software code.
- Write technical documents describing core systems.
- Work closely with Design, Production, and QA.

Qualifications

Education and/or Experience Desired:

- Bachelor's Degree in Computer Science, Computer Engineering, Mathematics, or related field.
- 3+ years experience in game and/or software development.
- Familiarity with strategy and simulation games and open world AI.
- Experience with AI techniques such as Behavior Trees, Decision Trees, and Pathfinding.
- Proficiency in one or more of the following: C++, C#, C, or Java.
- Proficient in mathematics including linear algebra, trigonometry, and algorithm design.
- Passion for games and game design.
- Self-motivated and loves solving problems.
- One or more shipped game titles preferred.
- Familiarity with ECS (entity component system) architecture.
- Familiarity with multi-threaded programming.

Hiring organization

Talent Advantage Group

Date posted

02/03/2021