Senior AI Programmer, Unreal Engine

Description

WHAT MAKES US EPIC?

At the core of Epic's success are talented, passionate people. Epic prides itself on creating a collaborative, welcoming, and creative environment. Whether it's building award-winning games or crafting engine technology that enables others to make visually stunning interactive experiences, we're always innovating.

Being Epic means being a part of a team that continually strives to do right by our community and users. We're constantly innovating to raise the bar of engine and game development.

PROGRAMMING – UNREAL ENGINE

What We Do

Unreal-powered projects have been on the bleeding edge of real-time entertainment for over 20 years. Our team of programming experts are always innovating to improve the tools and technology that empower content developers worldwide.

What You'll Do

We are looking for a Senior AI Programmer passionate about broadening our Unreal AI tool chain. You will be working with others in the team to take part in building new tools, but more importantly, evaluate and improve our existing tools.

Your impact can be in all of the areas of the development spectrum, from design, to usability, to deployment in projects while ensuring stellar runtime precision and performance. As a member of the Unreal Engine AI team you'll be responsible for collaborating with other programmers from the team to propose APIs that will be leveraged by other UE Engine teams, but also programmers and designers from 1st Parties or Licensees who are using the Unreal Engine AI toolset. Your contributions to the team will help build towards the next generation of amazing gameplay experiences and finding paths to expose the toolset to our content creator ecosystem.

In this role, you will

- Own, develop and expand the feature sets and exposure of the Mass Framework, our Data Oriented Design framework in Unreal Engine
- Identify areas where Mass could more easily be opted-in directly with the Editor workflow
- Identify how to leverage Mass capabilities without reliance on the Actor framework for core Engine features (Serialization, Replication, Rendering, Physics, etc.)
- Identify areas where the Mass framework could be automatically leveraged by some of our UE systems (Lightweight editor entity streaming, converting to Actor on the demand, etc.)
- Evaluate existing toolsets, propose alternative or new solutions in new and

Hiring organization
Candidate-1st

Employment Type
Full-time

Beginning of employment
asap

Job Location
Helsinki,Uusimaa,Finland

Working Hours
40

Base Salary
euro EUR 57K - 70K *

Date posted
May 21, 2024

innovative ways
- Support our partners and licensees in accomplishing their ambitions with our AI tools

What we're looking for

- Strong C++ skills and programming principles knowledge
- Strong understanding of engine tooling pipelines
- Robust understanding of AI toolsets generally used in AAA systems
- Passion, interest and knowledge in one or many areas of the Gameplay AI domain
- Talent for building robust, extensible, maintainable systems
- Experience developing AAA games or game engine technology professionally
- Self-motivated, strong work ethic, and able to work independently
- Excellent interpersonal and communication skills with demonstrated ability to communicate fluently in English (written and verbal)
- You're user-focused, passionate, solutions-focused, and innovative, these traits equal success at Epic and influence everything we do

This role is open to multiple locations in North America (not including CA & WA), Europe and United Kingdom.

ABOUT US

Epic Games spans across 19 countries with 55 studios and 4,500+ employees globally. For over 25 years, we've been making award-winning games and engine technology that empowers others to make visually stunning games and 3D content that bring environments to life like never before. Epic's award-winning Unreal Engine technology not only provides game developers the ability to build high-fidelity, interactive experiences for PC, console, mobile, and VR, it is also a tool being embraced by content creators across a variety of industries such as media and entertainment, automotive, and architectural design. As we continue to build our Engine technology and develop remarkable games, we strive to build teams of world-class talent.

Like what you hear? Come be a part of something Epic!

Epic Games deeply values diverse teams and an inclusive work culture, and we are proud to be an Equal Opportunity employer. Learn more about our Equal Employment Opportunity (EEO) Policy here.

Note to Recruitment Agencies: Epic does not accept any unsolicited resumes or approaches from any unauthorized third party (including recruitment or placement agencies) (i.e., a third party with whom we do not have a negotiated and validly executed agreement). We will not pay any fees to any unauthorized third party. Further details on these matters can be found here.

How the process will look like

Your teammates will gather all requirements within our organization. Then, once priority has been discussed, you will decide as a team on the best solutions and architecture to meet these needs. In continuous increments and continuous communication between the team and stakeholders, you're part of making data play an even more important (and understood) part withing Brand New Day.

Job Benefits

EUR 57K – 70K *