

Principal AI Programmer

Description

Company Description

People Can Fly is one of the leading independent AAA games development studios with an international team of hundreds of talented individuals working from offices located in Poland, UK, Ireland, US, and Canada and from all over the world thanks to our remote work programs.

Founded in 2002, we made our mark on the shooter genre with titles such as Painkiller, Bulletstorm, Gears of War: Judgment, and Outriders. We are one of the most experienced Unreal Engine studios in the industry and we are expanding it with in-house solutions called PCF Framework.

Our creative teams are currently working on several exciting titles: Gemini is our new project being developed with Square Enix; Maverick is a Triple-A game developed in collaboration with Microsoft Corporation; Bifrost & Victoria are projects we're growing in the self-publishing model. We are also busy working on a VR and undisclosed projects, more information on those to come later.

With over 20 years of experience, PCF sets out to explore new horizons. We aim to combine our expertise with the creativity of the best and most forward-thinking talents in the industry to work together on the new generation of action games for the global gaming community.

If you decide to accompany us on this journey, you'll have a chance to perfect your craft and expand your knowledge, working alongside leaders in the industry to bring a brand-new unique experience to the players worldwide.

Job Description

Core

- Propose, implement and own tasks and features in a timely fashion to a high standard of quality.
- Provide regular updates to the production for your software and reach out to other parties who will be impacted by your work.
- Collaborating with PCF Framework to define the direction of the shared components, and augment the stability, features and performance of existing shared modules.
- Propose, design and implement technical solutions to complex problems presented by the production.
- Produce highly efficient systems and improve the performance of other systems.
- Breakdown your own tasks, update your progress, ask questions and raise issues to relevant stakeholders as well as proposing solutions when needed.
- Work closely with the project Architect to implement high quality features and code, proactively identify and address risks with the team.
- Partner with leads to define priority management for features.
- Proactively participate and approve code reviews.
- Share knowledge with the rest of the studio.

Hiring organization

Candidate-1st

Employment Type

Full-time

Beginning of employment

asap

Job Location

Warszawa, Poland

Working Hours

40

Base Salary

euro EUR 57K - 70K *

Date posted

May 21, 2024

- Occasionally support leads in recruitment projects with HR collaboration.
- Define the best practices and technical solutions used at the company.
- Work with QA teams to define testing requirements for new and existing features.

AI

- Test, debug, profile and optimize implementations.
- Work across multiple disciplines on implementing and defining the behaviors and systems required to support a large variety of non-player characters.
- Maintain and extend the existing Unreal Engine AI framework and tools.
- Design, implement into engine and maintain new AI features in collaboration with design.
- Work on improvements to the company wide AI codebase.

Qualifications

- 8+ years experience working in console / PC games
- Involved in the production cycle of at least 2 titles
- Excellent primary programming language skills.
- Proficient with Source Control and Code Review tools (Swarm, Perforce, Git, etc.).
- Good knowledge of Project Management Software (JIRA, Confluence, etc.).
- Expert in C/C++ and object-oriented programming with a strong 3D math background.
- Good understanding of AI architecture and standard technology.
- Good understanding of industry AI techniques.
- Experience with performance measurement and optimization.
- Experience in programming different gamedev AI topics like movement, navigation or decision-making logic.
- Strong math background (3d math, matrices, linear algebra).
- Understanding of physics and classical mechanics.
- Good understanding of usual algorithms and techniques used by AI teams in games.
- Ability to write solid, reliable, efficient code.
- “Game designer” like creativity to help solve gameplay problems.
- Experience with multi-threading.
- Excellent Unreal Engine knowledge.
- Strong mentoring skills.
- Strong verbal and written communication skills in English.

Nice to have:

- Experience with other programming languages

Additional Information

What we offer:

- Private medical healthcare including dental treatment for PCF members and their families (Signal Iduna).
- MultiSport card for you and your family members or friends.
- Free library with a wide range of games and books you have unlimited access to.
- In-company Polish and English language classes.
- Fresh fruit, snacks, and beverages for everyone in the office.

- Flexible working hours.
- Free virtual health and mental wellbeing sessions are included in the plan for members and their dependents.
- Personal development opportunities and ability to work in a global environment.
- Work in a creative team with people full of passion for what they do.

We are committed to an inclusive and diverse work culture. PCF is an equal opportunity employer. We do not discriminate based on race, color, ethnicity, ancestry, national origin, religion, sex, gender, gender identity, gender expression, sexual orientation, age, disability, genetic information, marital status or any legally protected status.

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 *