

Pokuch

<https://pokuch.com/careers/ai-programmer/>

AI Programmer

Description

We are actively seeking a skilled Gameplay AI Programmer to join our team, where you will play a pivotal role in crafting AI characters, frameworks, and behavior designs for our game. As a Gameplay AI Programmer, your responsibilities will include bringing animal, creature, and monster AI characters to life, ensuring they contribute to an engaging and immersive player experience. You'll also focus on developing mechanics that enable seamless AI loading and unloading processes without compromising overall performance. Additionally, you will work on advanced features like player-AI combat engagements, token systems, and more.

Responsibilities

- Enhance existing AI frameworks to enable high-quality AI designs and behaviors.
- Implement natural and seamless AI spawn/despawn processes.
- Implement new AI characters based on design requirements.
- Improve AI and player interactions in gameplay mechanics that affect both parties, such as combat against creatures.
- Refine and enhance AI mechanics and features based on team and player feedback.
- Optimize AI performance for smooth gameplay and minimal resource usage.

Qualifications

- Strong portfolio demonstrating your gameplay AI skills.
- Minimum 2 years of C++ experience with Unreal Engine expertise.
- Proficiency in AI programming using Unreal Engine tools (EQS, behavior trees, etc.).
- Ability to refine AI systems based on feedback.
- Ability to work on gameplay features that interact with AI systems.
- Proficiency in debugging AI issues.
- Ability to improvise on AI behavior designs.
- Version Control system proficiency (Git/Perforce).

Hiring organization

Pokuch

Employment Type

Full-time

Beginning of employment

Once the funding is secured

Duration of employment

11 Months

Job Location

Remote work possible

Skills

Unreal Engine, UE AI Features, C++, Blueprints, Multiplayer,

Date posted

September 27, 2023