# Senior Gameplay Programmer

## Reports To

Lead Programmer

## Responsibilities

- Implement gameplay systems, and player interactions in close collaboration with designers to ensure player comfort

- Use prototyping techniques to demonstrate the validity of a gameplay idea

- Influence engine-related decisions to meet gameplay programming needs

- Work as a key part of an agile development team, and assist the lead with planning and review of features and mentoring less experienced programmers

- Implement innovative solutions to feature requests, taking into account performance, maintability and appropriate resource usage

- Participate in the definition of coding practices and ensure coding standards are followed with regular code reviews

- Collaborate with stakeholders to gather and analyse technical constraints and establish solutions

- Demonstrate an understanding of load and feature testing , write test code, and develop test frameworks and processes

- Stay up-to-date with state-of-the-art technology and promote its use within the studio

- Integrate large-scale modules or components while minimising the impact on the rest of the programming team

- Contribute to and on occasion lead cross-studio collaboration communications in conjunction with the Lead Programmer

- Establish and maintain contact with their counterparts within the studio, share knowledge and best practices, and put those learnings to use on their projects

- Involved in the optimisation of systems

## Skills and Knowledge

- Excellent understanding of gameplay technology, and can use technical knowledge in various areas such as mathematics, physics, animation, artificial intelligence to implement gameplay features, and believable behaviours

- Ability to work in an iterative environment with game designers to quickly prototype gameplay features

- Knowledge of gameplay scripting and visual scripting languages

- Excellent C/C++ programming skills, with excellent knowledge of object oriented development including design patterns and UML

- Extensive experience working with a large game codebase, and it's modules, middleware and associated pipeline

- Deep understanding of software performance considerations, with ability to design and implement well performance systems/features

- Significant knowledge of common algorithms, data structures and patterns, and their application

- Proven ability to analyse unfamiliar code of a reasonable complexity to understand, extend, refactor and optimise an existing module

- Proven ability to debug defects of a reasonable complexity, including memory related issues, multi-threading, and assembly level debugging

- In-depth knowledge of different software development methods such as Test Driven Development, Unit Testing, Agile etc.

- Understanding of the constraints and technical requirements for console platform development within their area

- Excellent interpersonal and communication skills

- Ability to mentor others


## Relevant Experience

- Bachelor's degree in computer science or computer engineering or equivalent experience

- 6 years commercial software development experience with significant involvement in multiple published games in a relevant programming capacity is a major plus

- Experience working with at least one modern console platform is an advantage

- Experience with profiling tools

- Experience working in a multi-site collaboration environment is a plus