

Senior Engineer, Gameplay

Who We Are

OtherSide Entertainment is an independent game studio with offices in Boston, MA and Austin, TX. Our reason for being is to provide players with innovative gameplay, immersive worlds, and engaging narrative. Our specialty is what we call “player-authored” experience in the tradition of Ultima Underworld, System Shock, Thief and Deus Ex – all games developed by the company’s founders, Paul Neurath and Warren Spector.

The Opportunity

You will play a key role on the OtherSide team as we push the state-of-the-art for immersive, play-authored games as we have before. You will work with some of the industry’s top developers, who’ve collectively made games that have earned over 200 industry awards and earned over \$5B in revenues. We’ve created a unique culture in a smaller team environment that champions tight collaboration and both encourages and allows individuals to make the kind of impact that is simply impossible when they’re cogs in a giant machine.

What We Need

The studio is looking for a Senior Gameplay Engineer to join our team in working on an unannounced game, with a focus on implementing game features. The ideal candidate will report to and work closely with the technical lead to design, build, and own significant areas of the shared and game-specific code base. This includes building multiplayer gameplay systems according to design specifications. They will also be called upon to troubleshoot existing features, optimize game performance, and work with other members of the team to improve the overall quality of the product.

Job Responsibilities

- Work collaboratively in a team setting to build and own significant features
- Make multiplayer gameplay features fun, responsive, and intuitive
- Share knowledge, motivate and inspire others to generate new ideas.
- Author and maintain technical specifications that document the development process, requirements and risks of the project’s software.
- Inspire and lead by example in engineering best practices and design/coding standards.
- Assist in technology decisions that align with technical direction and scalability.
- Collaborate with coworkers across all teams
- Provide technical direction and help mentor more junior engineers.
- Work closely with the rest of the engineering team to fix bugs and improve codebase
- Ready to jump into any feature as needed

Criteria for Role

- Four to eight years of experience programming in the games industry
- Education: BS degree in Computer Science, or equivalent experience
- Worked on at least one shipped game from start to finish, for PC or consoles
- Experience working with multiplayer game engines such as Unreal Engine 4
- Experience and skill programming with C++ in a professional environment
- Experience building multiplayer game systems
- Good instincts for game design from a player's perspective
- Responsive to the needs of designers, artists, and other engineers.
- Robust knowledge of PC and console hardware internals and development issues
- Demonstrate solid organizational and communication skills, and effectively contribute in cross-group work tasks with the art and design teams
- Self-motivated, proactive and able to work with minimal supervision in a remote environment
- Solid experience with next-gen console development a plus (e.g., PS5 or XBOX)
- Talent for rapid prototyping preferred
- A passion for developing and playing games
- Positive demeanor, strong work ethic, sense of humor

Additional

This is a full-time inhouse role, with competitive compensation and a full suite of benefits. Preference would be for the candidate able to work out of our Boston area office, but we will consider fully remote candidates who are able to visit our office occasionally.