

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 **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 build 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
- Work collaboratively in a team setting to build and own significant features
- Work with the engineering team to fix bugs and improve codebase
- Ready to jump into any feature as needed

Criteria for Role

- A minimum of 2 years of experience programming in the games industry
 - Worked on at least one shipped game, 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
 - Good instincts for game design from a player’s perspective
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- 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
- A passion for developing and playing games

Preferred

- Education: BS degree in Computer Science, or equivalent experience
- Experience building multiplayer game systems
- Positive demeanor, strong work ethic, sense of humor
- Talent for rapid prototyping preferred

Additional

This is a full-time inhouse role, with competitive compensation and a full suite of benefits. The team is distributed/remote, and we can support people anywhere in the US.

We are committed to having a diverse workforce. We strive for a fair and collaborative culture where we treat everyone equally, with respect and dignity without exception. *No applicant will be turned away due to differences of race, ethnicity, sexuality, gender, disability status, size or appearance.*

Please submit your resume to: jobs@otherside-e.com