



Title: Senior Unreal Engine 5 Engineer

Location: Remote role, APAC timezone. This role will require business travel to Chongqing, China 4+ times a year.

Job Description:

Earn Alliance is seeking a talented **Senior UE5 Engineer** to join our Game Development team for [Last Remains](#), our flagship PvPvP Zombie Extraction game, currently in Public Alpha on Epic Games, due for global release in Q4 2024.

As a Senior Unreal Engine programmer, you will be responsible for developing and maintaining high-quality games and interactive applications using Unreal Engine 5. You should not only be proficient in game programming, but also be able to modify and optimize the source code of Unreal Engine to meet the special needs of the project. You should have an in-depth understanding of the internal architecture of game engines and be able to identify and solve complex technical problems.

Main Responsibilities:

- Design and implement high-performance, scalable games and interactive applications
- Modify and optimize Unreal Engine source code to meet project requirements
- Use UE5 engine for new game project feature development and framework setup; complete the development of in-game combat system, AI, UI and growth management system
- Game optimization, including rendering optimization, network optimization, AI optimization
- Overcome UE5 technical difficulties and solve problems
- Lend your technical expertise to train and guide junior engineers
- Keep up with the latest developments and technical insights in the game development industry

Job Requirements:

- Passion for games and game development
- 5 years of Unreal Engine experience (we are flexible on years, but we want someone who demonstrates real expertise in Unreal), proficient in C++
- Proficient in UE5 engine framework development technology, customize personalized functions according to requirements;
- Familiar with UE Unreal Engine multiplayer network architecture, familiar with UE Unreal Dedicated Server development
- Capable of writing frameworks for medium-sized projects, independent functional module encapsulation capabilities, and plugin writing capabilities;
- Priority will be given to those with successful UE product launch experience
- Strong execution and learning ability, good communication skills and teamwork awareness;
- Proficiency in Chinese and English is a plus.



职位: 高级Unreal Engine 5程序

地点: 远程工作, 亚太时区。该职位每年需要前往中国重庆出差4次以上。

Earn Alliance正在寻找一位才华横溢的高级UE5工程师, 加入我们的游戏开发团队, 开发[《最后遗迹》](#), 这是一款我们旗舰的PvEvP僵尸提取游戏, 目前在Epic Games上处于公开Alpha阶段, 计划于2024年第四季度全球发布。

作为一名高级虚幻工程师,您将负责利用虚幻引擎5开发和维护高质量的游戏和交互式应用程序。您不仅要精通游戏编程,还要能够修改和优化虚幻引擎的源代码,以满足项目的特殊需求。您应该对游戏引擎的内部架构有深入的了解,并能够识别和解决复杂的技术问题。

主要职责:

- 设计和实现高性能、可扩展的游戏和交互式应用程序
- 修改和优化虚幻引擎源代码以满足项目需求
- 使用UE5引擎进行新游戏项目功能开发和框架搭建;完成游戏内战斗系统、AI、UI及成长管理系统的开发工作
- 游戏优化, 包括渲染优化, 网络优化, Ai优化
- 攻克UE5技术难题, 解决问题
- 培养和指导初级工程师的技术发展
- 保持对游戏开发行业的最新了解和技术洞见

任职要求:

- 热爱游戏, 对于游戏开发充满激情, 积极主动自驱;
- 虚幻引擎5年使用经验, 熟练使用C++。
- 熟练掌握UE5引擎框架开发技术, 根据需求定制个性化功能;
- 熟悉UE虚幻引擎多人网络架构, 熟悉UE虚幻Dedicated Server开发
- 具备对中型项目工程的框架编写能力, 独立功能模块封装能力, 插件编写能力;
- 有成功上线的UE产品经验优先
- 具备较强的执行能力和学习能力, 积极的沟通能力和团队合作意识;
- 精通中英双语加分。