AI Programmer (Far Cry)

Montreal - Full-time - 744000145299462

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What you'll do

This programmer will be responsible for anything related to NPC behavior tech:

• Shared responsibility for maintaining, debugging, and improving anything related to NPC behaviors:

- Combat and NPC coordination and collaboration.
- Systemic NPCs reactions to elements (fire, poison, etc.) and any other significant in-game event.
- Working on unique behaviors for archetypes.
- Making NPCs understandable and believable, with an emphasis on animation.

• Work in C++ and behavior trees, both to build AI behaviors and building user-friendly and reliable nodes.
• Have a knack for AI and game design and be very quality focused. We expect people to regularly play the game, give feedback and iterate on their own features.
• Be comfortable working closely with animators and the systems they use.
• Proactively update the AI leadership team about potentially unidentified work, such as missing features and/or performance issues and work on them.

What You Bring

- Around 5 years of experience in AI programming, ideally in the video game industry
- Proficiency in C++ language
- An undergraduate degree in Computer Science, Computer Engineering or equivalent
- Experience developing on video game consoles
- That rare mix of attention to detail and flexibility in your work organization
- A proficiency to communicate with all disciplines and to support and elevate the team in terms of quality and vision of the game
- You are creative and thirsty for innovation