



Freejam is a game development studio based in Portsmouth Harbour, UK. This small indie team is punching well above its weight with the hit game Robocraft which has exploded with over 6 million registered users and is expanding worldwide.

#### **JOB TITLE:**

A.I. PROGRAMMER

#### **JOB SUMMARY:**

We are looking for an extremely talented A.I. Programmer to help us generate the best open world experiences in Robocraft, and push the limits of Artificial Intelligence in areas such as pathfinding, combat, and decision-making.

#### **SKILLS:**

- A high level of proficiency with C/ C++
- Excellent math.
- Solid problem solving ability.
- At least two years experience in a similar role.
- Broad familiarity with AI in game development is required.
- The ideal candidate would also have experience of developing modern character AI systems.
- Experience of pathfinding, steering, and motion planning.
- State machines and behaviour trees.
- Implementing cooperation and group behaviours.

To apply, please send your C.V and a link to your portfolio to Stuart Godfrey at: [sgodfrey@freejamgames.com](mailto:sgodfrey@freejamgames.com)