



Application Engineer Europe

We are looking for AI developers to work in all areas of our next-generation AI for computer games and simulations. Being part of our team means sharing our enthusiasm and passion for developing more challenging, realistic and intelligent behaving game characters, as well as creating and improving our sophisticated AI tools for a lean game AI production.

Key Duties and Responsibilities

You'll bring your education and your game- and AI-development skills to the implementation and support of our AI Engine, the xaitEngine, as well as to its supporting features. You'll work directly with our **European sales team** and the *European development team*, providing detailed technical information about our products to prospective customers and assisting them on site as well as via phone and email. You will visit game studios throughout **Europe** and establish relationships with technical decision makers. You will play a key role in providing our development team with feedback from the field, and in doing so will help create an outstanding AI solution.

Skills and Knowledge

- Degree in computer science (or related)
- Good C++ and Visual Studio Skills
- Ability to incorporate into existing code
- Good oral and written communication skills (English)
- Practical understanding of AI
- Consultant skills, including expectation setting, collaborative problem resolution, selling of services/capabilities
- Willingness to travel
- Highly self motivated

Nice to have

Experience with using/developing other game middleware like 3D rendering engines, physics engines, sound engines, etc. Experience with developing game AI, game programming and development experience for consoles is a plus.

Company Information:

Founded in 2004, xaitment engineers AI for games and simulation. As a spin-off of the world renowned German Research Center for Artificial Intelligence (DFKI), we strive to create AI that is so realistic, players will not be able to determine whether they are playing against other human players or against computer-controlled agents.

Please send your CV and other application documents to:
jobs@xaitment.com

xaitment AI – More than Just Pathfinding

Highly customizable and incredibly intuitive, xaitment's multi-agent AI solution suffuses your game's enemies, creatures, machines and other agents (bots) with lifelike behaviors. Unlike other solutions, our AI enables bots to learn from their mistakes, coordinate activities, compete with each other and achieve their goals with uncanny realism. They do not just move from one pre-defined spot to another - as in life, they move to random locations based on their goals, their environment and multiple influences - on their own decision.