



DEVELOPER GAME AI

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 of our AI Engine, Tools and modules, as well as to its supporting features.

Duties include, but are not limited to:

- Programming in C++
- Research, design and implementation of AI algorithms
- Playing and evaluating games and AI
- Time estimates for tasks in support of project management
- Porting and developing our AI middleware for next-gen consoles (PS3, XBox360 and Wii)

Skills and Knowledge

- Degree in computer science (or related)
- Good C++ and Visual Studio Skills
- Performance of data structures and algorithms on modern CPUs
- Good mathematics skills
- Ability to incorporate into existing code
- Good English skills
- Team Player
- Practical understanding of AI
- Best practices (software engineering)

Nice to have

Experience with developing game AI and development experience for consoles 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.