



# Junior Sales

We are looking for sales persons to work in all areas of our next-generation AI for computer games and simulations, promoting and selling our services and products / modules like xaitMap, xaitMove<sup>2</sup>, xaitControl, xaitKnow, xaitThink, xaitDialog, xaitTraffic, xaitRace etc. but also our AI tools for a lean game AI production to our clients in Europe.

## Key Duties and Responsibilities

You'll work in the **European region** and work together with our *European development team*, providing information about our products and our services to our customers. You will analyze the market, identifying new clients and visit game studios throughout **Europe** to establish relationships with decision makers and developers. You also work closely together with our Marketing/PR department and join us at fairs world-wide like GC, GDC etc. You will play a key role in providing our team with feedback from the field, and in doing so will help create an AI solution that has no equal.

## Skills and Knowledge

- Networking skills
- Marketing fundamentals
- Open-minded
- Charming and friendly appearance - you are the face of xaitment to the outer world
- Ability to travel and to also be cost efficient
- Very good English skills
- Team Player
- Highly motivated

## Nice to have

Sales experience and degree in computer science / marketing (or related) 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](mailto: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.