



Senior Unreal Engine Developer (UE5)

WN Talents

Job Overview

Job Type:	Full Time
Location:	Remote work
Tagged as:	C++, Unreal Engine 5
Website:	https://talentsingames.com/

Description

WN Talents is looking for a **Senior Unreal Engine Developer (UE5)** for the client's company. Our client is a game development studio that develops and releases games for PCs, consoles, and mobile platforms in various genres, including fighting games, sports games, and adventure games. They are currently looking for a Senior-level or higher Unreal Engine Developer for our upcoming single-player third-person action game. Game is a next-gen story-driven action game for PC and PS/Xbox, and a big step forward for the studio. The game is built on Unreal Engine 5 using the latest graphics technologies and is built around the aesthetics of cyberpunk and Gun Fu action movies: the key pillars of the project are cinematic camerawork, combat staging made together with experts from the movie industry, spectacular animations created with our own animation package (Cascadeur), and choreography with firearms.

Responsibilities:

- Identify the need for, design, and implement foundational systems and tools that impact multiple core areas of the game.
- Provide support for both newly created and existing systems, including the creation of documentation and its maintenance, as well as the prevention of design decay.
- Provide technical support and troubleshooting assistance to other teams as needed.
- Participate in engineering work planning, including technical discovery, requirements gathering, work breakdown, estimation, and prioritization.
- Ensure exceptional code quality by adhering to engineering excellence, which includes: code maintainability, quality, code reviews.

Required Qualifications:

- 5+ years of hands-on software engineering experience in game development

- Shipped Unreal Engine games for PC or console, with ownership of major or critical areas of the game.
- Proficiency in C++
- Solid problem-solving skills with the ability to dive into complex systems and investigate the root causes of challenging issues.
- Strong skills in communication and teamwork, able to collaborate cross-disciplinary and adjust to shifting project requirements as they evolve.
- Fluent communication in Russian.

Desired Qualifications:

- Expertise in one or more of the following aspects of Unreal Engine:

- AI
- Gameplay Systems & GAS
- Animation
- Rendering & Performance
- Custom Editor Tools

- Experience with 3rd person action games
- Experience working with console dev kits and handling platform-specific features or optimizations
- Deep familiarity and hands-on experience with Unreal Engine source code

Company offer:

- A great team with a friendly and informal work environment (we share colleagues' interests, play video games together, and organize internal game jams).
- Support of professional development, participation in specialized conferences and educational events.
- Remote work from all over the world.
- Working hours from 10 AM to 7 PM (GMT+3) with possibility of adjustment.
- Competitive salary (depending on professional qualifications).

Hiring Process:

1. HR interview
2. Technical interview
3. Final technical interview