



Job Description	
Job Title:	Programmer (AI/Physics)
Reports to:	Lead Programmer
General overview of position:	Working as part of Strangelite's Physics and AI team, you will be responsible for designing and implementing functionality within our proprietary <i>Starship Troopers</i> game engine.
Main duties and responsibilities:	<ul style="list-style-type: none"> • Assist the existing programmers in implementing behaviour demanded by the game design. • Implement code exposing editable parameters to the game editor. • Integrate AI logic with model animations.

Skills, Education, Background	
Software skills:	<ul style="list-style-type: none"> • Fluent knowledge of C++. • Experience with AI and Physics programming techniques. • Animation programming.
Educational qualifications:	<ul style="list-style-type: none"> • Relevant degree in Mathematics, Physics, or Computer Science (with a specialisation in AI or Physics related programming.)
Career background:	<ul style="list-style-type: none"> • Minimum 2 years post-university programming experience in C++. • Games industry experience helpful, but not a pre-requisite. • Keen gamer!

Package	
<ul style="list-style-type: none"> • Competitive salary + bonuses 	
<ul style="list-style-type: none"> • 25 days annual holiday 	
<ul style="list-style-type: none"> • Medical insurance cover 	
<ul style="list-style-type: none"> • Life assurance cover 	