AI PROGRAMMER

Location: Brno
Contract: Full-time

WHO DO WE NEED?

We're looking for a skilled and imaginative AI Programmer to help bring life to the characters and enemies in our games. You'll work on both our new Unreal Engine 5 project and contribute to the ongoing development of our live-service title in UE4.

If you're fascinated by behaviour systems, decision-making logic, and smart NPCs that challenge and entertain players, and you enjoy working across design and engineering to make that happen, this is your role.

WHAT IS THE JOB ABOUT?

- Implement AI behaviours, decision systems, and gameplay logic in UE
- Work with tools such as Behaviour Trees, GAS and EQS
- Collaborate with designers to build engaging encounters
- Write clean, performant, and maintainable C++ code
- Extend and improve existing AI frameworks and systems
- Optimise the performance of AI systems across PC and consoles
- Contribute to both the new UE5 project and our UE4 live-service game

WHO WILL BE A GOOD FIT?

- Experience with Unreal Engine AI systems (Behaviour Trees, EQS, NavMesh, etc.)
- Strong proficiency in C++ and performance-conscious programming
- Good understanding of game AI concepts (state machines, blackboards, sensing, etc.)
- Ability to work closely with designers to align AI behaviour with gameplay goals
- Strong problem-solving skills and attention to detail
- Proficient English (spoken and written)
- Solid communication and collaboration skills

WHAT IS NICE TO HAVE?

- Experience building combat AI, companion AI, or group behaviour systems
- Knowledge of network replication for AI behaviour in multiplayer environments
- Background in math or game logic design
- Experience with profiling and debugging tools
- Passion for AI in games and player experience

If you are interested, please send us your CV and optionally a portfolio to:

JOBS@INGAMESTUDIOS.COM