GAMEPLAY PROGRAMMER

IN+GAME
STUDIOS

Location: Brno
Contract: Full-time

WHO DO WE NEED?

We're looking for a Gameplay Programmer to join our team at IGS, someone who's excited to learn, grow, and make a real impact on gameplay systems.

You'll work alongside experienced developers on both our new Unreal Engine 5 project and our ongoing UE4 live-service game, contributing to features like movement, combat, interactions, and multiplayer.

Whether you're just getting started or already have a few years of experience, if you're eager to build great gameplay and develop your skills, we'd love to hear from you.

WHAT IS THE JOB ABOUT?

- Implement and improve gameplay features like movement, combat, and interaction in UE
- Write clean, maintainable, and performant C++ code
- Help bring game features to life in collaboration with designers and artists
- Work with multiplayer gameplay systems and replication
- Contribute to feature development, iteration, bug fixing, and polish
- Support and extend gameplay systems in both UE5 and our existing UE4 live-service title

WHO WILL BE A GOOD FIT?

- Working knowledge of Unreal Engine and C++
- Comfortable using Blueprints
- Some experience with multiplayer gameplay systems or a strong desire to learn
- A basic understanding of performance-conscious programming
- Good collaboration skills and an openness to feedback
- Eagerness to grow as a developer and take ownership over time
- Professional English (spoken and written)

WHAT IS NICE TO HAVE?

- A personal or team project, shipped game, or mod
- Familiarity with network replication in Unreal
- Interest in combat, AI, or systemic gameplay mechanics
- Experience using Perforce or other version control tools
- Passion for games and game development

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

JOBS@INGAMESTUDIOS.COM