

SQUARE ENIX CO., LTD., video game producer of globally known games such as FINAL FANTASY and DRAGON QUEST, is looking for AI researcher / engineer to work at their headquarters in Tokyo. Japanese language is NOT required, but of course welcomed.

[Company profile]

SQUARE ENIX HOLDINGS CO., LTD. with headquarters in Tokyo, Japan, is a holding company leading the Square Enix Group with a diverse range of content and service businesses. The Square Enix Group publishes, distributes and licenses entertainment content around the world under its internationally renowned brands including SQUARE ENIX® and TAITO®. The Square Enix Group includes a global network of leading development studios located in North America, Europe and Japan. The Group boasts a valuable portfolio of intellectual property including: FINAL FANTASY®, DRAGON QUEST®, TOMB RAIDER® and the legendary SPACE INVADERS®.

<http://www.jp.square-enix.com/>

[Job category]

1. AI Researcher (<http://www.topcareer.jp/inter/job/detail/001830/>)

-About the position

We are looking for an AI Researcher to work with us in Tokyo, and help us create new and unique experiences. The ideal candidate should have a good understanding of academic AI and/or game AI and the motivation to tackle and solve hard problems in algorithm and system architecture.

-Responsibilities

- Read AI papers/articles in English and research/test state-of-the-art AI systems
- After validation of a prototype, integrate new technology into an actual game
- Document and present results in conferences, papers or articles.

2. AI Engineer (<http://www.topcareer.jp/inter/job/detail/001828/>)

-About the position

We are looking for an experienced AI Engineer to work with us in Tokyo on our next projects, and help us create fun and engaging experiences. The ideal candidate should have experience with modern game AI decision making and navigation models, with a clear understanding of their tradeoffs and impact on performance. Familiarity with state-of-the-art game AI techniques (i.e. AI directors, player modeling, robust buddy AI, etc.) is preferred.

-Responsibilities

- Work closely with fellow programmers and design staff to implement behaviors for enemies, buddy characters and other NPCs
- Research and prototype additional AI systems as necessary to deliver a modern AAA gameplay experience
- Review and critique code design and implementation from other programmers
- Document and present information about AI improvements and new techniques

[Work Location]
Tokyo, Japan

[Salary]

- For New graduate
- Base Salary
-Bachelor: more than JPY 216,000
-Master: more than JPY 229,500

Bonus
For 1st year, once a year. For 2nd year on, twice a year.

Overtime Allowances
Provided in accordance with the company rules.

- For Mid-Career
- Annual income : JPY4,500,000~10,000,000
※depending on their competency and performance records

[Selection process]

1. CV & Project report Screening
2. Aptitude test
3. Skype/Phone interview (2 times)
4. Final interview in Japan or Skype

Please don't hesitate to contact us if you have any questions. We look forward to your application.

TOP CAREER International

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