

Looking for a job?

Looking for an interesting job?

Looking for an interesting job designing AI to emulate human emotions and social behavior in games?

If you are a SW expert and want all of the above, contact OSG!



We are currently looking for two talented programmers to implement our proprietary technology for our middleware product, initially intended for the gaming industry. As we are a start-up company you will be included in defining your own job and the products we make.

Basic Requirements:

- Enthusiastic about gaming engines and computer games in general
- Experience with Object Oriented Bayesian Nets preferred
- Experience with C++ / Java
- Ambitious, mature and can work independently
- Willing to speak up and admit mistakes
- Committed to developing high quality software
- Comfortable with the long hours that it takes to make a start-up company a great success

You will be employed in a well funded Danish incorporated limited company (“aktieselskab”), where we offer you lots of fun and hard work, combined with fair working conditions.

Closing date for applications: 1st round 26th of January 2009, 2nd round 9th of February 2009
Start date: February/March 2009. Are you finishing your Masters this semester, please feel free to contact us as well. Applications can be sent to jobs@openstorygroup.com or mailed to

OpenStoryGroup
Brettevillesgade 14
DK-9000 Aalborg
Denmark

OPENSTORYGROUP

Please include CV and copies of the 2 latest degrees received (e.g. M.Sc.EE and High School)
For more information contact R&D Director Nikolaj Hyldig at e-mail nh@openstorygroup.com or phone +45 2090 2539.

About OpenStoryGroup

We are revolutionising the way stories are told in computer games, by giving the player complete freedom to go and do as he likes, while the stories unfold naturally around him.
Rather than writing the story in advance, we let the game characters act it out, based on their personality, emotional state and current circumstances. Visit our Web site at www.openstorygroup.com for more information.