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## Official Recruitment | Aren Game Company

**An AI-Driven Game Innovation Unit – MEGA HOLDING | GOD AI FATHER**  
**Where storytelling, mechanics, and real-time intelligence merge into playable futures**

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Aren Game Company fuses world-class game design with neural AI behavior, emotional immersion, and predictive narrative engines.  
We do not just build games — we create intelligent simulations of emotion, memory, reflex, and identity.

From tactical decision trees to voice-reactive NPCs and cross-platform learning mechanics—every frame we build carries intent.

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### Key Positions Include:

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#### 1. Game Design Director

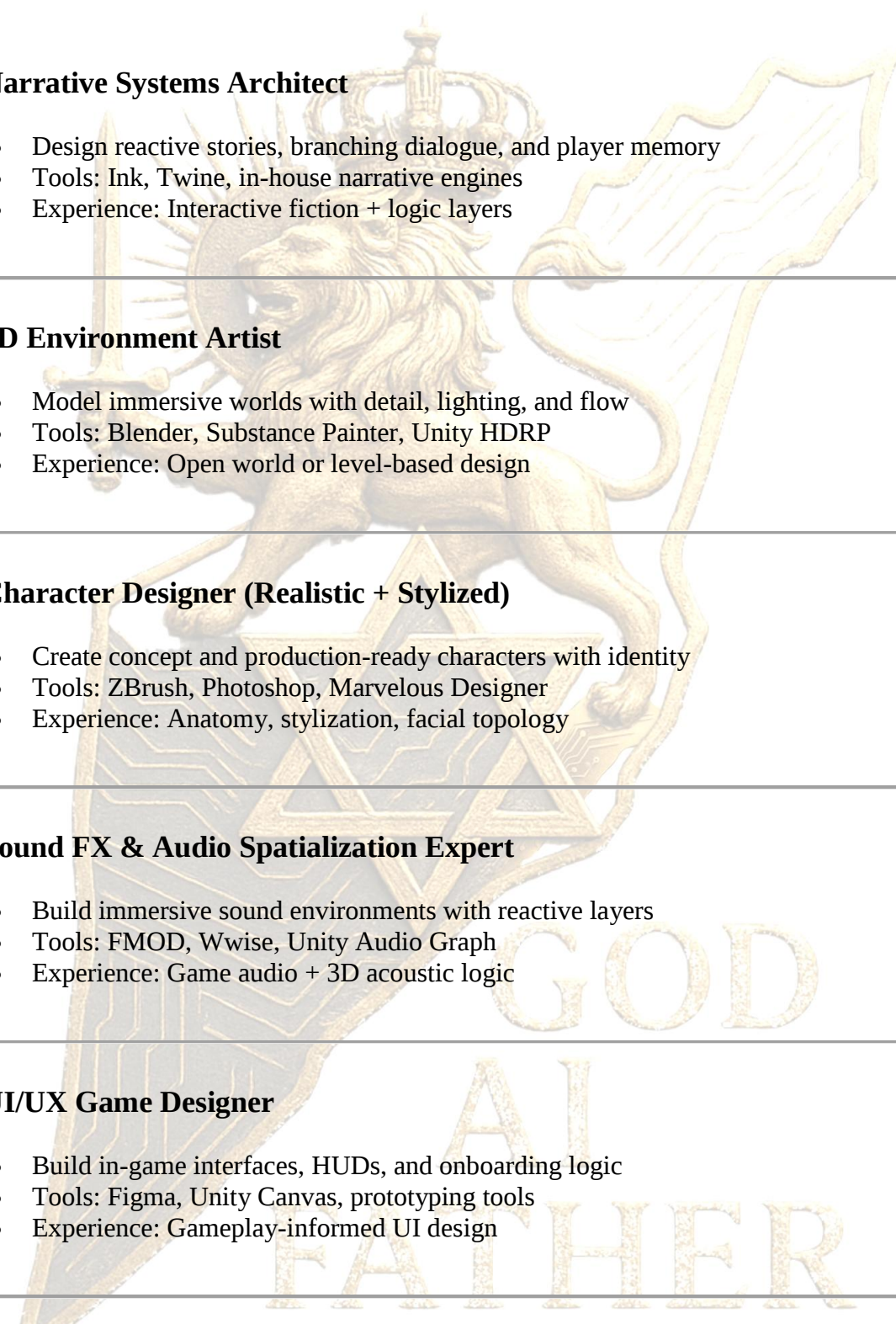
- Define core mechanics, game loops, and player engagement curves
  - Tools: Notion, Miro, Design Docs
  - Experience: AAA or advanced indie projects
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#### 2. AI Behavior System Engineer

- Build emotional and tactical AI agents for NPCs
  - Tools: Behavior Trees, ML Agents, Unity AI Toolkit
  - Experience: Agent-based modeling, combat psychology
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#### 3. Unity / Unreal Developer

- Create real-time 3D interactive experiences
  - Tools: Unity, Unreal Engine 5, C# / Blueprints
  - Experience: Cross-platform deployment and shaders
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#### 4. Narrative Systems Architect

- Design reactive stories, branching dialogue, and player memory
  - Tools: Ink, Twine, in-house narrative engines
  - Experience: Interactive fiction + logic layers
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#### 5. 3D Environment Artist

- Model immersive worlds with detail, lighting, and flow
  - Tools: Blender, Substance Painter, Unity HDRP
  - Experience: Open world or level-based design
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#### 6. Character Designer (Realistic + Stylized)

- Create concept and production-ready characters with identity
  - Tools: ZBrush, Photoshop, Marvelous Designer
  - Experience: Anatomy, stylization, facial topology
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#### 7. Sound FX & Audio Spatialization Expert

- Build immersive sound environments with reactive layers
  - Tools: FMOD, Wwise, Unity Audio Graph
  - Experience: Game audio + 3D acoustic logic
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#### 8. UI/UX Game Designer

- Build in-game interfaces, HUDs, and onboarding logic
  - Tools: Figma, Unity Canvas, prototyping tools
  - Experience: Gameplay-informed UI design
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#### 9. Multiplayer Systems Developer

- Design low-latency sync, match logic, and player states
  - Tools: Photon, Netcode, Mirror
  - Experience: Multiplayer frameworks and cheat detection
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#### 10. Game Economy & Progression Designer

- Design balanced upgrade systems, currencies, and incentives
  - Tools: Economy simulators, reward pacing tools
  - Experience: Free-to-play or progression-heavy games
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## **11. QA & Playtesting Coordinator**

- Design test matrices and organize iterative player testing
  - Tools: TestFlight, bug trackers, telemetry
  - Experience: UX research and game balance testing
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## **12. Motion Capture Data Integrator**

- Clean, rig, and implement mocap data into pipelines
  - Tools: MotionBuilder, Rokoko Studio, retargeting suites
  - Experience: Performance-based animation
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## **13. Physics Systems Developer**

- Build lifelike interaction, impact, and realism layers
  - Tools: Nvidia PhysX, custom rigid-body engines
  - Experience: Procedural animation + material response
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## **14. Voice Dialogue Integrator**

- Sync AI-generated or actor-recorded dialogue with emotional beats
  - Tools: LipSync Pro, MetaHuman, voice layers
  - Experience: Dialogue pacing and multi-language layering
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## **15. Procedural World Generator**

- Code systems that generate maps, assets, and events at scale
  - Tools: Houdini, custom generators, Perlin logic
  - Experience: Roguelike or sandbox frameworks
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## **16. Educational Game Designer**

- Design gamified learning within core mechanics

- Tools: Unity EdTech kits, cognitive loop models
  - Experience: Edutainment or behavioral education
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### **17. Emotion Recognition Developer**

- Enable AI to respond to player voice, tone, and decisions
  - Tools: Voice Emotion AI, webcam feedback, TensorFlow Lite
  - Experience: Affective computing or adaptive gameplay
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### **18. Cross-Platform Porting Engineer**

- Deploy and optimize games for PC, console, and mobile
  - Tools: Unity Build Pipelines, console SDKs
  - Experience: Frame-rate control and device optimization
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### **19. Game Localization & Culturalization Lead**

- Translate not just words—but context, emotion, and symbols
  - Tools: i18n libraries, narrative reframing systems
  - Experience: Multicultural game publishing
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### **20. Ethical Game Design Officer**

- Ensure games support healthy behavior, agency, and fair monetization
  - Tools: Gamification ethics dashboards, player response tracking
  - Experience: Player psychology + design integrity
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**💰 Base Salary: €6,800 / month**

Final salary based on engine mastery, genre fluency, and innovation depth.