



【GPU/ML/Tool Dev】 R&D PROGRAMMER | AI-Integrated Tools & Infra

『STAR OCEAN』『Valkyrie Profile』production

募集職種

採用企業名

株式会社トライエース

求人ID

1559701

業種

その他（IT・インターネット・ゲーム）

雇用形態

正社員

勤務地

東京都23区、港区

最寄駅

都営三田線、芝公園駅

給与

300万円～500万円

休日・休暇

完全週休2日制/祝日

更新日

2026年01月14日 10:00

応募必要条件

職務経験

1年以上

キャリアレベル

中途経験者レベル

英語レベル

ビジネス会話レベル

日本語レベル

ビジネス会話レベル

最終学歴

高等学校卒

現在のビザ

日本での就労許可は必要ありません

募集要項

Scope of Work

tri-Ace Research & Development Department (R&D) is working on the construction of a next-generation game development framework that goes beyond the conventional game engine concept. For example, this framework aims to realize real-time inference processing (millisecond level) of neural network (NN) models in games. Therefore, we are looking for engineers in a wide range of fields, from real-time inference implementation of NN models to the development of machine learning models.

*The expression "AI" in this application guideline does not refer to conventional game AI, but to AI using NN model-based machine learning.

We are looking for the following people:

1. Those who are interested in real-time inference and optimization, and want to apply them to game development. Engineers who would like to challenge the technology to realize real-time AI inference processing in games. We welcome those who are interested in high-speed inference processing at the millisecond level executed in every frame of a game, verification of inference accuracy, and construction of a test environment to maintain performance. For example, even if you are not familiar with AI development, we also welcome those with strengths in GPU optimization (shaders, memory access bandwidth, etc.).

2. Machine learning engineers who want to take on the challenge of game engine optimization and AI applications. Those who would like to take advantage of their experience in developing machine learning models and tools to work in new areas of game development. We welcome those who would like to challenge fields such as real-time inference and optimization in the future.

3. Those who would like to challenge a career as a machine learning engineer by utilizing their game development experience.

Those who have experience in game development in C++, are interested in machine learning, and want to build up their skills as a machine learning engineer in the future. We welcome those who want to learn new knowledge and take on the challenge of developing AI-based game frameworks.

Salary

Annual salary: JPY 3,500,000 – 5,000,000

To be determined considering previous salary

Work Location

7F, Sumitomo Fudosan Shiba Koen First Building, 3-8-2 Shiba, Minato-ku, Tokyo

Nearest stations:

JR Tamachi Station: 10 min. walk

Toei Asakusa Line Mita Station: 7 min. walk

Toei Oedo Line Akabanebashi Station: 4 min. walk

Toei Mita Line Shibakoen Station: 2 min. walk

Employment Type

Discretionary Work System (Specialist-type)

Working Hours

Discretionary Work System (Specialist-type)

Deemed working hours: 7 hours/day (1-hour break)

[Examples] 11:00–19:00, 9:00–17:00

Holidays / Leave

Complete five-day work week (Saturday and Sunday off)

National holidays

Summer vacation (5 days)

Year-end and New Year holidays

Annual paid leave

Congratulatory or condolence leave

Special leave

Childcare leave

Maternity leave / Paternity leave

Nursing care leave

Allowances / Benefits**Bonus / Allowances**

Performance-based bonus

Commuting allowance (up to JPY 50,000/month)

Childcare allowance

Condolence payment

Welfare / Insurance

Health insurance

Employees' pension insurance

Employment insurance

Workers' accident compensation insurance

Club activity support system

EAP (Employee Assistance Program)

English conversation classes

Japanese language classes

Training / Education

New employee training

Follow-up training

Mid-level employee training

Management training

Compliance training

Harassment prevention training, etc. (based on previous year's programs)

スキル・資格

[Required Experience/Skills]

- Experience in game development or game engine development in C++ or game engine function enhancement (optimization, tool development, shader development, etc.)
- Or experience in model development or tool development as a machine learning engineer.
- [For foreign nationals] Ability to communicate in English on the job.
*Foreign nationals are welcomed if they can communicate in Japanese on the job. Therefore, taking Japanese lessons is mandatory after joining the company.

[Preferred experience and skills]

- Those who have developed tools using AI services.
- Experience in developing machine learning and AI-based real-time inference and rendering
- Those who are interested in the application of AI technology in next-generation game development frameworks.
- Ability to communicate in English on the job.
*English conversation skills are not required to join the company but you can take English conversation classes after joining the company if you wish.

Selection Process

[1] Document screening [2] Initial interview [3] Executive interview

<Documents to be submitted>

■CV (Resume)

■Past games or tools you worked on, if any.

And program source code that can be submitted.

If more than one programmer was involved, please add a description that shows where you were responsible.

If you are unable to show a game or tool, but have research results or papers unrelated to the game, you may submit those as well.

■Preliminary Questionnaire

After confirming your application, we will send a pre-screening questionnaire format to those who will proceed to the document screening stage.

Please fill it out and return it to us.

会社説明