



R&D PROGRAMMER | GPU&Next-Gen Infra | Game Dev Req. | AI Open

『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
1597262

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06月23日 04:00

応募必要条件

職務経験
3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

【What Makes This Job Attractive】

- Responsible for building next-generation game development platforms and AI inference environments
- The rewarding opportunity to advance game development with cutting-edge technology
- Opportunity to utilize your experience in machine learning, GPU optimization, and C++

- Discretionary work hours / English conversation classes and childcare allowances available

tri-Ace Inc. continues to produce RPG titles that define their era, such as the “Star Ocean” and “Valkyrie Profile” series, as well as works demonstrating exceptional planning and technical skills.

We want to create something the world has never seen before, together with people who: [Want to make great games] [Can think creatively without being bound by existing ideas] [Are not afraid to take on new challenges] [Think proactively] [Possess communication skills that enable them to share information]

[Job Description]

Building a next-generation game development framework that transcends the conventional concept of game engines

- Building a new game development environment utilizing AI technology
- Establishing a game production infrastructure through the creation of development tools and research into cutting-edge technologies

*The term “AI” used in this job posting refers to AI that utilizes neural network (NN) models and machine learning, rather than traditional game AI

【 Background 】

The tri-Ace Research and Development (R&D) Department is working to build a next-generation game development framework that transcends the concept of traditional game engines.

This framework aims to enable real-time inference processing (at the millisecond level) of neural network (NN) models within games. We are seeking engineers with expertise across a wide range of fields, from the implementation of real-time NN inference to the development of machine learning models.

【 More Specifically 】

The ideal candidate for this position:

1. Individuals interested in real-time inference and optimization who wish to apply these concepts to game development

Individuals eager to tackle the technical challenges of implementing real-time AI inference within games.

We welcome candidates interested in high-speed inference processing (at the millisecond level) executed per game frame, verifying inference accuracy, and building test environments to maintain performance.

We also welcome candidates who may not be experts in AI development but have strengths in GPU optimization (such as shader or memory access bandwidth).

2. Machine learning engineers eager to tackle game engine optimization and AI applications

Individuals who wish to leverage their experience in developing machine learning models and tools to make an impact in new areas of game development.

We welcome those who are interested in taking on challenges in areas such as real-time inference and optimization in the future.

3. Individuals who want to leverage their game development experience to pursue a career as a machine learning engineer.

Individuals with experience in game development using C++ who are interested in machine learning and wish to build their skills as a machine learning engineer.

We welcome those who are eager to learn new knowledge and take on the challenge of developing AI-based game frameworks.

Salary

Expected annual salary: 3.5 million to 5 million yen

Salary will be determined based on experience, skills, and previous salary

Work Location

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

Nearest Stations: 10-minute walk from JR Tamachi Station, 7-minute walk from Mita Station (Asakusa Line), 4-minute walk from Akabanebashi Station (Oedo Line), 2-minute walk from Shibakoen Station (Mita Line)

Employment Type

Discretionary Working Hour System (Specialized Professional Discretionary Work System)

Working Hours

Specialized Professional Discretionary Work System

Discretionary working hours: 7 hours/day (with a 1-hour break)

[Sample Schedule] 11:00 AM–7:00 PM, 9:00 AM–5:00 PM

Holidays and Leave

Two-day weekend system / National holidays / Summer break (5 days) / Year-end and New Year holidays / Annual paid leave / **Congratulatory and Condolence** leave / Special leave / Children nursing leave / Maternity leave / Childcare leave / Family care leave, etc.

Allowances and Benefits

Performance-based bonus

Commuting allowance (up to 50,000 yen per month)

Childcare allowance

Congratulatory and Condolence allowance system

Health Insurance / Employees' Pension Insurance / Employment Insurance / Workers' Compensation Insurance / Club Activities / EAP (Employee Assistance Program) / English Conversation Classes / Japanese

Language Classes

New Employee Training / Follow-up Training / Mid-Career Employee Training / Executive Training / Compliance Training / Harassment Prevention Training, etc. (Based on previous year's record)

スキル・資格**【Required Experience and Skills】**

- Experience in game development using C++, or game engine development or experience in game engine feature enhancement (Optimization, tool development, shader development, etc.)
- Interest in AI development technologies and their application to game development

*AI development experience at the time of application is not required.

【 Foreign Nationals 】

Candidates capable of communicating in English and Japanese for business purposes (a separate Japanese language test will be conducted after passing the first round of screening)

*Candidates with Japanese Language Proficiency Test (JLPT) N2 level or higher are welcome.

*Depending on your Japanese proficiency, you may be asked to take Japanese language lessons after joining the company (costs covered by the company).

【 Preferred Experience and Skills 】

- Knowledge and experience in GPU optimization and parallel processing
- Knowledge of or development experience in machine learning/AI
- Experience in AI model inference optimization or real-time processing
- Interest in applying AI technology to game development
- Communication capability in English for business purposes

*English conversation skills are not required at the time of hire, but you may take English conversation classes after joining the company if you wish.

会社説明