

AI Solutions Engineer

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Company: King

Location: United Kingdom

Category: computer-and-mathematical

Craft:

Data, Analytics & Strategy

Job Description:

AI Solutions Engineer

Job description

The AI/ML organization is responsible for integrating AI to enhance all aspects of King's operation. We help game and supporting teams develop AI powered features and products. We provide education and forward looking applied AI research and drive King's overall AI strategy, as well as support the development of game and internal product AI strategies. As a response to the fast development of third party AI tools based on e.g. LLMs and generative models, we will be expanding AI/ML with a team that helps King evaluate new technologies and commercial tools (COTS) that we could use to boost productivity or enable faster routes to a better player experience. The tentative name for the multi- functional team is AI Productivity Enablement and spans across AI/ML. We are now looking for an AI Solutions Engineer to support the efforts of this team!

Your role within the Kingdom

The AI Solutions Engineer is a critical player in King's AI/ML organization, responsible for actualizing the team's AI strategies through hands- on development and integration. They bring the team's vision to life by developing proofs- of- concept, customizing AI tools based on user needs, and integrating these tools within King's existing systems. The AI Solutions Engineer ensures that King's AI- first transformation is not just strategic but also

practical, driving tangible improvements in productivity and user experience!

Key responsibilities

Design and develop proofs-of-concept for potential AI tools, demonstrating their value and feasibility.

Customize AI tools based on insights gathered by the AI User Experience Analyst, ensuring that they meet user needs and enhance productivity.

Integrate AI tools within King's existing systems, working closely with internal teams to ensure seamless implementation.

Collaborate with the AI Discovery Engineer and the rest of the team to align development and integration efforts with King's AI productivity and enablement strategy.

Assist in solving and resolving any issues related to AI tool integration and usage.

Skills to Create Thrills

Experience

Proven experience in a development-focused role, preferably within an AI context.

Strong coding skills, with experience in AI-related languages and frameworks.

Experience with GPT-4 and other LLM implementations.

Experience with building applications on GCP and Vertex AI

Knowledge and Skills

Strong understanding of AI and its practical applications, with a proven ability to develop and integrate AI tools.

Ability to design solutions from the ground up to address stated problems

Good understanding of DevOps principles and how to apply them

Excellent problem-solving and analytical skills, with a keen ability to solve and resolve technical issues.

Strong written and verbal communication skills, with the ability to collaborate effectively with both technical and non-technical team members.

Key Attributes

Thorough and highly organized, with a strong ability to manage numerous projects simultaneously.

Proactive and solutions- focused, with a strong desire to drive tangible improvements in productivity and user experience.

Excellent teamwork skills, with the ability to collaborate effectively with a diverse team.

Nice to Have

Experience in a casual game development company.

Experience with modern machine learning frameworks like PyTorch or Tensorflow.

Please note -As the holiday season blankets the Kingdom, our hiring teams are embarking on a cozy winter journey and our hiring processes will slow down. This sweet detour means that our response times will be slower than usual.

About King

King is the game developer behind the world- famous Candy Crush franchise, as well as mobile game hits including Farm Heroes, Bubble Witch and Pet Rescue. Candy Crush is the top- grossing franchise in US app stores, a position it has held for the last two years, and King's games are being played by 245 million monthly active users as of Q3 2021.

King, which is part of the Activision Blizzard group since its acquisition in 2016, employs nearly 2,000 people in game studios in Stockholm, Malmö, London, Barcelona and Berlin, and offices in San Francisco, New York, and Malta.

A Great Saga Needs All Sorts of Heroes

Making games is fun. Especially when you do it with people who share the same idea of what makes a good workplace great. We design games for everyone, no matter where they are or who they are, and we employ all sorts of people from all kinds of backgrounds to bring them to life. Truth is, we simply cannot expect diversity in our players and originality in our games without first nurturing it in our people. A great saga needs all sorts of heroes.

Making the World Playful

Making the World Playful is what inspires us to create new experiences and raise the bar.

It's what makes King a place where we can all dream bigger, continue to add innovation to our games, broadening the portfolio and exploring new territories in mid- core and casual. We

take the art and science of gaming to the next level through our curiosity for the unexplored, passion for games, respect for each other and love for our players - and we're not afraid to have fun along the way. In fact, together with our parent company Activision Blizzard and experts around the world, we believe having fun is good for you. There has never been a better time to join us. We're dreaming bigger and see a world of possibilities ahead. If you share our passion, our values, and our hunger to shape the future, join us in Making the World Playful!

Applications need to be in English.

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