**What**
Development of self-learning artificial intelligence for a fighting story driven video game. (Features implementation and general game development related tasks can be discussed as well)

**Why**
Game replayability is generally mundane and boring. Self-learning AI is going to allow to present a better challenge and provide with diverse gameplay experience.

**Requirements**
C++, Unreal Engine, Blueprints Visual Scripting

**Outcome**
A working prototype of self-learning AI with neural network implementation.

**Conditions**
All work is performed under NDA agreement with Paekivi OÜ. All materials produced under this project and respected IP are owned by Paekivi OÜ.

**Contacts**
Paekivi OÜ
Rüüti 4, Tallinn

CEO Yaroslav Lyssenko
+372 55 36 480
yaroslav.lyssenko@gmail.com

Game Teaser:
https://www.youtube.com/watch?v=ez4iOZsdzhA