Engineering & Games

Solve intelligence. Use it to make the world a better place.

DeepMind is the world leader in artificial intelligence research - and its application for positive impact. We're on a scientific mission to push the boundaries of AI, developing programs that can learn to solve any complex problem without needing to be taught how. If we're successful, we believe this will be one of the most important and solely beneficial scientific advances ever made. Increasing our capacity to understand the mysteries of the universe and to tackle some of our most pressing real-world challenges.

Software Engineering

Software Engineers work with all of our teams across language, technical and creative fields to deliver high-impact projects with measurable and unique engineering challenges. The overarching goal of our software engineering teams is to develop cutting-edge technologies that accelerate our research over the longer term.

Senior Principal Engineer

Aidan Bulton

"Combined progress in all spheres requires greater generation environments - rich interactions with virtual worlds, unequaled technical expertise, and an understanding that there is no exit out of complexity. From day one, our teams will work closely with our researchers to design and build a wide variety of high-fidelity environments, while creating new platforms and tools to empower researchers to build environments themselves."

Research Platform team (RPT)

The Research Platform team (RPT) mission is to enable greater research outputs from a group of Software Engineers within DeepMind Research who work to provide a stable, high-quality research platform. The team builds tools, infrastructure, libraries, frameworks, languages and products to enable and accelerate the team's capabilities in massive, complex, highly scalable environments.

Worlds team

Gaming has been in the DNA of DeepMind from its inception. From bespoke real-world games aimed at answering specific research questions to more complex, commercially-oriented games, our team has been working on games across the RPT, the Worlds team and other departments. DeepMind was one of the leaders in the development of AlphaGo, a DeepMind team that beat the world's best Go player, Lee Sedol, in a five-game match.

Software Engineering in Research team (SURE)

Software Engineers in the Research (SURE) team work directly on research projects, creating tools and libraries that enable research to progress rapidly. The team is expected to use AI to perform experiments, and the team's work may include creating complex reinforcement learning agents, training pipelines, tools for visualization and debugging, testing and ensuring the reliability and robustness of all software. The team will also work closely with other software engineering teams with expert algorithms, acting as a critical component of supporting complex experiments for the whole research team.

Meet other members of the team

DeepMind.com/careers