

# Krafton is developing a new AAA game using Unreal Engine 5

Developer Krafton is quietly producing a brand new AAA game project based on the advanced Unreal Engine 5 graphics engine.

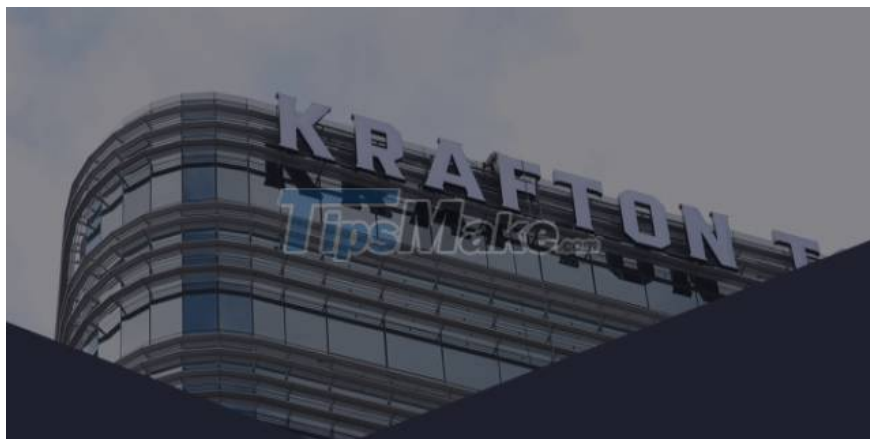
The "father" of the PUBG survival shooter, Krafton, recently suddenly posted a list of recruiting personnel in 20 different positions to work on an AAA game project that has never been announced.



The birth of PUBG paved the way for a golden age of development of a completely new video game genre called Battle Royale. After 5 years of stirring up the gaming markets from PC to Mobile, PUBG is now somewhat outdated and somewhat backward to give newer products from Krafton a chance to shine.



After the initial success of PUBG: New State, Krafton immediately embarked on the first development phase of a new action game project. Some of the positions that this Korean studio prioritizes for personnel are Main Level Designer and Weapon Designer.



In addition, some other positions require candidates to be familiar with the Unreal Engine 5 graphics engine as well as experience and extensive knowledge of action games, shooting - military. This is followed by roles such as Global Project Manager, Lighting Designer, Character Designer, Senior Animator, Sound Programmer, AI Programmer, Set Programmer. tools.



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