Stellenangebot vom 02.07.2018

Java/Java Script Progammer/Build Engineer (m/f)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	20459
Land:	Deutschland

Firmendaten

Firma:	**Deep Silver FISHLABS**
Straße & Hausnummer:	Ludwig-Erhard-Str. 1
PLZ / Ort:	20459 Hamburg

Ansprechpartner

Name:	Christoph Hillermann
Position:	Director Human Resources
Straße & Hausnummer:	Ludwig-Erhard-Str. 1
PLZ / Ort:	20459 Hamburg
E-Mail:	jobs@dsfishlabs.com

Job-Beschreibung

Koch Media is a leading independent producer and marketer of digital entertainment products and accessories in Europe and North America. Its core business is the distribution of media products, including movies, video games and software products, and games publishing under the Deep Silver label.

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The below listed positions are based in our Head Office in Munich (Germany) and include different programming tasks in game backend and business areas:

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Java Programmer

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Tasks:

- Java EE programming of business and gaming backend server solutions
- Developing of game Middleware
- Programming of Plugins for Jira/Confluence/Assent Management System (Celum) using corresponding SDK

Requirements:

- Professional experience in Jave EE
- Knowledge of SPRING
- Professional understanding and using of Frameworks

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Java Script Developer

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Tasks:

- Developing of internal and user oriented WEB applications
- Mutual work with backend developers using backend APIs
- Conception and implementation of server based applications
- Optimisation and restructuring of existing applications

Requirements:

- Finished Informatics study or similar
- Good knowledge and practical experience in client server applications
- Professional level in Java Script and Frontend□areas (e.g. Node.js, Angular 2)
- Experience in other program languages as well as in mobile devices
- Good knowledge in relational and documented based databases

Build Engineer

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Tasks:

- Main technician in build management
- Design backend build management together with dev teams
- Setting up game backend system together with dev teams
- Setting up deployment chain (Dev-Staging-Production)
- Develop automated testing routines
- Maintain and patch backend systems, 2nd level Support

Requirements:

- Use of Jenkins and GIT
- Build chain and patching routines, deployment processes
- Linux, Bash, Windows Servers, Virtualisation systems
- Container and provisioning automation technologies
- Cloud specialties
- Server elastic methods, load balancing

Advantageous for all positions:

- Good written and spoken German
- Knowledge and enthusiasm in working in games industry
- Excellent written and spoken English skills
- Professional □work experience
- Ability to work independently with clearly defined goals

We offer:

- Work closely with other IT team members
- Cooperation with international partners and territories around the world
- Participate in the design and development of our universal game backend and Business Systems
- Work with innovative tools
- Flexible working hours
- International and friendly working atmosphere
- Attractive compensation package
- Possibility of professional development
- Free soft drinks, coffee, tea and daily fresh fruit

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Deep Silver ? Koch Media GmbH ? Lochhamer Str. 9 ? 82152 Planegg/Munich ? Germany ? www.deepsilver.com ? www.kochmedia.com

We look forward to receiving your application consisting of cover letter, CV, references. The more information you provide us with the better. Please use our online application form.
If you have questions regarding your application, please send an email to jobs@kochmedia.com.

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