Stellenangebot vom 20.08.2018

Backend Developer (786487) (Java) (m/w)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	20354 Hamburg
Land:	Deutschland

Firmendaten

Firma:	**Bigpoint GmbH**
Straße & Hausnummer:	Sachsenstraße 20
PLZ / Ort:	20097 Hamburg

Ansprechpartner

Name:	Avantika Thakur
Position:	Junior Recruiter
Straße & Hausnummer:	Sachsenstraße 20
PLZ / Ort:	20097 Hamburg
E-Mail:	a.thakur@bigpoint.net

Job-Beschreibung

We are looking for a motivated and passionate Game Developer that aspires to take browser games to the next level. In ambitious projects you will build up and maintain high-value game productions in a multi-disciplinary team. With your experience, preferably from previous game developments, you are able to provide a strong technical background and motivated to create great games!

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RESPONSIBILITIES:

- Work on the backend of a browser-based high-quality MMO game
- Build and extend a game, and shape its future
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Create and maintain the games structure, persistency and logic
- Develop and improve architectures, pipelines and processes along the way
- Implement requirements derived from Game Design documents
- Analyze and improve non-functional requirements of the game server (like reusability, testability, performance)
- Test your code thoroughly with Unit Tests and Mock Objects (i.e. JUnit, EasyMock etc.)
- Tackle larger goals or tasks, plan and develop engineering solutions, specify and communicate these tasks
- Prioritize, multi-task and perform in a deadline-oriented environment

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REQUIREMENTS:

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 3+ years of professional experience in developing video games and successfully worked on at least one shipped game
- Extensive practical knowledge of Java SE (Collections, JDBC, Input/Output) in a professional environment and a deep understanding of the language and its specialties / of the SDK (Java8+)
- Advanced and disciplined OOP programming skills with state-of-the-art knowledge and experience in system design and architectures
- Knowledge of build systems (Maven, Ant, Jenkins)
- Experience with frameworks and databases (e.g. MySQL)
  Advanced understanding of game server architecture and of multi-threading
- Experience with DI (Guice preferred), testing frameworks (TestNG / JUnit, EasyMock) and JPA
  Proven experience in code versioning (e.g. with SVN, GIT)
- Additional experience with other languages (e.g.
- PHP/JavaScript/C#/ActionScript) is a plus
- Good problem analysis skills and ability to find simple, robust and efficient solutions for complex problems
- You are a team player who enjoys working with other departments on shared goals
- Passion for games
- Fluent in written and spoken English

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