

Stellenangebot vom 27.11.2018

## LEAD PROGRAMMER (NON-GAME) (F/M)

Fachrichtung:                      Programmer: Game  
  Developer  
Art der Beschäftigung:        Vollzeit  
Eintrittsdatum:                ab sofort  
PLZ / Ort:                        80335 München  
Land:                              Deutschland

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### Firmendaten

Firma:                              **Aesir Interactive GmbH**  
Straße & Hausnummer:        Ganghoferstr. 68  
PLZ / Ort:                        80339 München



### Ansprechpartner

Name:                              Wolfgang Emmer  
Position:                         CEO  
Straße & Hausnummer:        Ganghoferstr. 68  
PLZ / Ort:                        80339 München  
E-Mail:                            aesir-jobs@m.personio.de



### Job-Beschreibung

#### **ABOUT THE COMPANY:**

Located in Munich, Germany, Aesir Interactive offers a fun, focused and casual atmosphere while developing several games for PC, PlayStation, Xbox, Switch and VR as well as non-game/ software and VR/ MR applications for PC and Linux. At Aesir, we believe in people and our team and want to advance your skills and knowledge together with us.

#### **THE KIND OF STUFF YOU'LL BE DOING:**

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D-20457 Hamburg

## Primary

- Work closely with Product Owner to deliver the best possible product
- Be responsible to establish and maintain clean code and architecture
- Establish and maintain workflows and pipelines to improve the team's efficiency
- Prioritize and estimate backlog items together with PO as well as the team
- Hold and plan sprint meetings such as dailies, planning, retro
- Represent the team together with the PO towards the client
- Be a mentor for the team, especially juniors, working students and interns
- Work in an agile project team with up to a total of 15 people who are partially working from remote
- Manage and maintain CI and build pipelines
- Take part in a multi-year non-game automotive project

## Secondary

- Work with C#/ .Net
- Work with Unity3d
- Work under Linux
- Work in pairs, do designs together, do design and code reviews
- Work with state-of-the-art tools & workflows (JIRA, Confluence, Jenkins, Rider, ReSharper, ...)
- Work closely with our designers to implement new features or upgrade existing ones

## WHO ARE WE LOOKING FOR:

- You worked already at least 7 years in the software and/or games industry
- You already worked in a managing position such as Lead Programmer, Scrum Master or Project Manager
- Participated in one or more complete development cycles
- You have very good working knowledge of C#
- You know about OOP, software architecture and are familiar with software design patterns
- Worked with TDD and pair programming
- Worked with Git
- Good knowledge working with DI, MVVM
- You can work self-directed and reliably
- You like working in a team, solving problems together
- You have very good communication skills in English both verbally and in writing

## THE IDEAL CANDIDATE ALSO HAS:

- You have good knowledge with Unity3d
- Solid math knowledge (linear algebra, geometry)
- You know how game-engines work internally – it's not just a black box
- Knows about DOD
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- Has experience with performance optimizations (e.g. parallelization)
- Knowledge about Linux and Terminal
- Has working knowledge of Jenkins and Pipeline Scripts

## **WHAT WE OFFER:**

- A great motivated, passionate and ambitious team (35 people in Munich)
- Library with books, movies, series and of course games
- A weekly fresh organic fruit basket, free drinks, coffee, milk and tea
- A modern and unique office located 5 minutes to the central station
- Company-based events for knowledge transfer, fun and recreation
- Relocation support, your own fitting office chair; package service, train ticket and food subsidy

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