

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

Firmendaten

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



Ansprechpartner

Name: Wolfgang Emmer
Position: CEO
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PLZ / Ort: 80339 München
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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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