

Stellenangebot vom 05.11.2019

## Game Engineer/-Programmer (m/f/d)

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

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### Firmendaten

Firma:                              **gamigo AG**  
Straße & Hausnummer:        Behringstraße 16b  
PLZ / Ort:                        22765 Hamburg



### Ansprechpartner

Name:                              Mara Dinulescu  
Position:                         Recruiting Specialist  
Straße & Hausnummer:        Behringstraße 16b  
PLZ / Ort:                        22765 Hamburg

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### Job-Beschreibung

We need support at our location in **Berlin** at the earliest opportunity and are looking for a **Game Engineer (m/f/d)**.

As a **Game Engineer (m/f/d)** you are responsible for analyzing, developing, and evaluating large-scale, complex applications and systems. You will research, interpret and develop solutions to resolve challenges and create product features.

#### Your tasks:

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Quinke Networks GmbH  
Bei den Mühlen 70  
D-20457 Hamburg

- Design and implement well-engineered, reliable, maintainable and bug-free applications and systems as part of the development team of our major MMOs.
- Collaborate with team members to refactor, optimize, cultivate and improve various systems.
- Build sustaining systems, suggesting new ideas, concepts and provide feedback
- Develop, document and peer review technical coding
- Identify technical and developmental risks/obstacles and generate solutions
- Keep up to date on state-of-the-art methods, practices, and technologies
- Work with Agile Methodology in a team setting on a daily base to complete the assigned development tasks

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#### **Your profile:**

- Bachelor's degree in Engineering, Computer Science or equivalent professional experience
- Minimum three years of game engineering experience
- Solid C/C++, LUA, and general knowledge and experience in either SQL, Java, Python, PHP or XML in a game development environment, C# experience is a plus
- Strong knowledge of (development for) Windows, Linux, and Mac platforms
- Experience in working with DirectX is a need and win32 is a plus
- Strong time management skills with the ability to multitask across disciplines, assess risk, define priorities, and resolve problems while meeting deadlines
- Familiarity with Platform and cloud-based services and engineering development
- Fluent in English with strong written and verbal communication skills.
- Excellent critical and analytical skills.

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#### **What we offer:**

- A challenging job with lots of responsibility and freedom to grow professionally and acquire new skills
- A fun and lively work environment in an energetic gaming company
- A team of passionate colleagues
- Competitive salary
- Regular company parties and team events

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Your contact person for this position is Mara Dinulescu.

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