

Stellenangebot vom 16.07.2021

## Lead Programmer C++ (onsite/ remote)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	5554 HT Valkenswaard
Land:	Niederlande

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### Firmendaten

Firma:	<b>abstraction</b>
Straße & Hausnummer:	Deken Mandersplein 2-4
PLZ / Ort:	5554 HT Valkenswaard



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### Ansprechpartner

Name:	Wouter Go
Position:	Head of Recruitment
Straße & Hausnummer:	Deken Mandersplein 2-4
PLZ / Ort:	5554 HT Valkenswaard



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### Job-Beschreibung

#### Who We Are

Abstraction Games is an Independent Game Studio where we do our own games, as well as co-development work and adaptations of other games. We started 13 years ago as 2 people in a garden shed, and now have over 50 people in a newly renovated office just outside of Eindhoven, in the Netherlands.



We encourage an open and collaborative atmosphere. We surround ourselves with incredibly talented people who naturally promote a culture of discovery and innovation.

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D-20457 Hamburg

□

We are currently working on a new IP that we're not quite ready to talk about here, but we are really excited about it! Additionally, we also do co-development work. As a small company, you'll have a chance to work on many different projects.

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Some of our previous successes are **Mass Effect: Legendary Edition, ARK: Survival Evolved, The King of Fighters XIV, Hotline Miami 1&2, Don't Starve, The Sexy Brutale, Broforce**, and many more!

□

## Where We Are

Eindhoven is the tech center of The Netherlands and a thriving international city. □ It is very modern, progressive, and diverse. Small enough to explore on a bicycle, and large enough to house the technology university, a top-tier football team, and the longest bar and restaurant street in the country. □

□

## Day in the life

In this role you will have:

Hands-on responsibilities:

- Offer, architect and maintain solutions for new technology supporting our own games and finest adaptations
- Extend and maintain our in-house cross-platform engine Silverware

Leadership responsibilities:

- Lead a small team and manage growth and performance of its members

## Must-have experience and skills

On day one we'll expect you to have:

- 5+ years' experience in a similar position or have shipped multiple titles
- Seniority in programming combined with leadership experience
- Seen it all: experience with all aspects on the technical side of game development
- Excellent programming skills in C++
- Experience with cross-platform development for Console and PC
- Experience with low-level Engine programming
- Able to navigate large codebases
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- Optimization experience for consoles and PC
- Foster innovation; you are continuously looking to improve products and processes
- Be proactive, self-motivated and keep a positive team-oriented attitude
- Strong English communication and writing skills

## **What separates the best from the rest**

Added bonuses you have experience in:

- Porting games
- UE4
- Graphics programming
- Console Certification (TCR, XR, Lotcheck)
- Working on AAA titles
- Passion for creating great games

## **Work location and time zone**

- Fully remote during and post COVID-19 pandemic or onsite
- Working hours are within the European time zone (CET)

## **Team culture**

Embrace our core values:

### **Go beyond boundaries!**

- Use a "First Principles" approach.
- Take nothing at face value.
- Define your own path around obstacles.
- Embrace ideas that almost anyone would consider outrageous.

### **Excel!**

- Perform exceptionally well.
- Strive for symmetry (or intentional dissymmetry), beauty and polish.
- Craft meticulously. Don't stop when "it's good enough..."
- Move mountains.

### **Be nice!**

- Apply the Most Respectful Interpretation approach with one another.
- Maintain a safe environment for us, our partners and consumers.
- Be transparent and do not keep up appearances.
- Be candid and call out someone's mistake but be nice about it. If you haven't learned how to do this yet, learn it now.
- Be respectful of other people's time. Be punctual, prepared, and brief.

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### **Grow!**

- Seek hard problems to solve.
- Be better than yesterday.
- Step out of your comfort zone often, take risks, make mistakes and learn from them.
- Fail fast to succeed sooner.
- Challenge each other to keep growing.
- Blame none other but yourself, embrace failure and move on.

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