Stellenangebot vom 15.10.2021

Online Game Engineer (f/m/d)

Fachrichtung:	Programmer: IT / Backend / Client / Web
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
Gehalt:	negotiable
PLZ / Ort:	10997 Berlin
Land:	Deutschland

Firmendaten

Firma:	**YAGER Development GmbH**
Straße & Hausnummer:	Pfuelstr. 5
PLZ / Ort:	10997 Berlin

Ansprechpartner

Name:	Human Resources
Position:	
Straße & Hausnummer:	Pfuelstr. 5
PLZ / Ort:	10997 Berlin

Job-Beschreibung

Would you like to be part of a 3rd person shooter, a new IP packed with innovation and leave a mark in the landscape of games while working together in interdisciplinary teams and a fast-paced and hyper-creative environment?

We are currently seeking a talented and passionate Online Game Engineer to support our team working on the online features for our unannounced game. The gameplay experience is a unique blend of third-person shooting & melee combat, in an open world that lets you choose your own goals, together with others.

You will join in an exciting phase when you can make an impact on the game. You will be part of an experienced team that has a lot to offer and encourages you to grow with us together!

We believe the best games are made by diverse teams and welcome applicants from all backgrounds.

Responsibilities

- Implement features and solutions, both on client and backend, covering our tech stack from UE4 communicating to Playfab and Azure infrastructure
- Write clean and maintainable C++ and C# code
- Research new technologies and tools that will help us run our live services with high availability and scalability
- Integrate third-party platform services and SDKs
- Investigate technical issues impacting the game during development and live service
- Write technical specifications, technical design documents, and other relevant documentation

Qualifications

- 2+ years of experience working on live games, on PC, mobile and/or console platforms
- Experience implementing online services, such as In-app purchases, authentication, leaderboards, live events, Meta and progression, matchmaking and analytics
- Fluent in C++, C# (or similar languages)
- Experience working with backend technologies, either in-house or BaaS, in a serverless architecture
- A passion for video games, and a general understanding of the industry and game design principles

Desirable skills

- Experience with PlayFab, Azure Functions, SignalR, Redis
- Experience with UE4, including UMG & Blueprints
- Experience implementing game systems and features, such as UI and gameplay

Employment details

- Full-time
- Status: employment
- Start: as soon as possible

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Quinke Networks GmbH
Bei den Mühren 70
D-20457 Hamburg

Benefits

<u>We support you all the way</u>

Relocation bonus and ongoing support and assistance, occupational pension scheme

<u>We care about your well-being</u>

Flexible working hours, fresh fruit and vegetables every day, hot and cold beverages of your choice, in-house massage, fitness Club membership, monthly company events, Berlin public transportation Jobticket

<u>We encourage continuous learning</u>

Extensive games/books library, dedicated Talent Development Manager, participation at various game conferences

<u>We know how to have fun</u>

A variety of exciting Team Events, regular in-house social events, summer and Christmas Party, beer and soft drinks for Friday meetings

If this sounds exciting to you, and you love to work in a creative environment with people who are passionate about their work, we are looking forward to getting to know you!