

Stellenangebot vom 26.10.2021

## Build Engineer (f/m/d)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
Gehalt:	negotiable
PLZ / Ort:	10997 Berlin
Land:	Deutschland

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### Firmendaten

Firma:	<b>YAGER Development GmbH</b>
Straße & Hausnummer:	Pfuehlstr. 5
PLZ / Ort:	10997 Berlin



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### Ansprechpartner

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



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### Job-Beschreibung

We are currently seeking an experienced **Build Engineer** preferably with unreal experience to work with us on our new IP.

We're looking for someone who is excited to work on something truly unique that will leave a hallmark in the landscape of online shooter games.

**You will be part of an experienced team that has a lot to offer and encourages you to grow with us together!**

As a **Build Engineer**, you would join our company-wide DevOps team supporting multiple projects. Your focus would be working on game-centric build and automation implementations while you would also touch base with our deployment solutions.

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Quinke Networks GmbH  
Bei den Mühlen 70  
D-20457 Hamburg

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

### **Responsibilities**

- Develop and maintain our CI/CD pipeline for consistent releases with minimal downtime for various platforms
- Ensure to have a delivery-ready build and binaries for all platforms available 24/7
- Ensure a smooth and stable flow within our tooling and pipeline stack, so developers in teams can work to their best extend
- Handle troubleshoot build problems
- Identify and address any stability, performance and security risks
- Develop and introduce tools and applications to enhance developer productivity
- Collaboration with engineering and QA teams to better understand the objectives of the user stories
- Contribute to knowledge sharing, brainstorming and other initiatives of prototype development and innovation

### **Qualifications**

- Experience and conceptual knowledge with common CI systems/toolsets as well as with automated build and delivery pipelines in general, UE4 build - ideally, and automation experience.
- 3+ years of programming experience
- Advanced knowledge in either C#, C/C++, python, go and/or powershell
- Self-motivation with a strong work ethic
- Flexibility, ability to work collaboratively, excel as a team player
- Can work in a feedback environment and in a fast-paced, constantly iterating environment
- Ability to communicate effectively in English, both verbally and in writing
- Passionate about videogames

### **Desirable skills**

- Experience with Perforce or similar SCM systems
- Configuration management tool experience
- Teamcity and DSL/Kotlin experience

### **Employment details**

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

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## **Benefits**

### We support you all the way

Relocation bonus and ongoing support and assistance, occupational pension scheme

### We care about your well-being

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

### We encourage continuous learning

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

### We know how to have fun

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 passionate about their work, we are looking forward to getting to know you!**

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