Stellenangebot vom 09.06.2022

Unreal Developer (f/m/*)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	50259 Pulheim
Land:	Deutschland

Firmendaten

Firma:	**www.handy-games.com GmbH**
Straße & Hausnummer:	i_Park Klingholz 13
PLZ / Ort:	97232 Giebelstadt

HandyGames

Ansprechpartner

Name:	Nicole Murrmann
Position:	HR
Straße & Hausnummer:	i_Park Klingholz 13
PLZ / Ort:	97232 Giebelstadt

Job-Beschreibung

For our subsidiary near Cologne we're looking for an experienced Unreal Developer to work on our upcoming game projects.

You're a hands-on developer / programmer. Your approach to problem-solving is to look for the long term solutions and a systematic approach. To achieve this, you don't shy away from discussions with other coders, being able to both give and receive constructive feedback in the process. You're experienced with and want to develop in the Unreal Engine – and you know why.

Requirements

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Quinke Networks GmbH
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D-20457 Hamburg

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Proficient in C++ and development for Unreal Engine
- Launched at least one commercial game
- Well-versed in best practices, production pipelines and workflows
- Experience with programming in a team
- Skilled communicator in both verbal and written exchanges

Bonus

- Knowledge of other programming languages
- Ability to take on the lead development role in a small team
- Experience in tools design
- Experience with developing for consoles
- Experience with porting
- Experience in other areas related to game development, such as game / level design, modelling, rigging, animation, etc

What you would be doing

Your job is to be our guide as we delve deeper and deeper into development in Unreal. You'll be involved in the production of our projects from start to finish. You'll work with the lead engineers and designers to establish our pipelines and workflows for development in Unreal. In your day to day, you'll work directly in-engine, programming systems and gameplay as needed and converting blueprints into efficient C++. You can also develop tools for the designers and artists to better implement their designs and assets. You'll participate in regular code review meetings to establish the ground rules for our development together with the other engineers.

Perks & Benefits

- **Unlimited work contract**
- **30 days** of paid vacation per year
- Money and time budget for**training and education**
- Once a year: One-week**game jam** during office hours
- We are proud to have a**works council** already established
- **Flexible work hours** (parent friendly)
- **No crunch**
- On-site
  - We work in a beautiful,**industrial style office** with lots of air
  - You will get a**public transport ticket** for the Cologne Area
  - We offer a lot of**flexibility to work from home** on a regular basis
  - We do regular paid-for**team events**
  - We have a nice and cozy**team breakfast** every Monday
  - **Discounts for gyms** and**bike sponsorships** can be arranged
  - Our office manager will**help you with the challenges of relocating**
  - We offer**financial help for relocation**
  - Office**dogs!**
- Remote
  - Core hours are around**10am – 4pm CET,** but we are flexible on that
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We offer financial help to establish a**suitable working space** for you at home
- Sponsorships for**gym or entertainment subscriptions** can be arranged

Write Us!

If you think you'd be a good fit for us, we'd be happy to take a look at your application! Please include:

- [Full name] - [Job you are applying for] in the subject of your email
- Brief cover letter, including earliest start date and desired salary
- CV
- Link to portfolio

Send to:[jobs@massiveminiteam.com!](mailto:jobs@massiveminiteam.com)