

Joboffer dated from 03/17/2017

Regular Programmer (f/m)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	6020 Tirol
Country:	Austria

Company data

Company:	remote control productions GmbH
Street adress:	Karlstraße 68
Zip Code / Place:	80335 München



Contact Person

Name:	Dominika Karcz
Position:	HR Manager
Street adress:	Karlstraße 68
Zip Code / Place:	80335 München
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Job description

Our studio stillalive studios based in Innsbruck, in Austria is looking for a skilled Regular Programmer (f/m)



You want to create unique core games, use top-notch techniques and influence the design process of the games you will be working on? You would like to work from home or work here with us in our office in the middle of the Alps? We are a small team where all of that is possible. Don't be shy! We are looking for you. ☐



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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

The kind of stuff you'll be doing:

- Design, implement and test front-end and back-end game systems & logic
- Work on awesome core games for Steam
- Work with two major game-engines: Unity5 and Unreal4
- Work with state-of-the-art tools & workflows (VS, ReSharper, ...)
- Work with a competent and enthusiastic team of indie-game-devs
- You can also work remotely from home (if you want to)
- Collaborate remotely with other team-members



Who we're looking for:

- You have at least 2-3 years of professional experience in the games industry
- You know how game-engines work internally and what methods they use
- You have very good knowledge with either Unity or UE4, and at least basic knowledge of the other one.
- You have good working knowledge of C# and C++
- You know about OOP and are familiar with (code) design patterns
- You love playing video games, especially PC games!
- Solid math knowledge (linear algebra, geometry)
- You have the ability to work self-directed and reliably
- You like working in a team, solving problems together
- You have good communication skills in English both verbally and in writing



Nice to have:

- You participated in 2 complete game development cycles
- You worked with versioning systems like SVN or GIT
- You know about DOD
- You speak German
- You have experience with performance optimizations (e.g. parallelization)
- Solid basic physics knowledge (especially kinematics)
- You know how to write shaders (GLSL, HLSL or Cg)



Additional Note: This is a full-time position that is available right away!



Legal Note (req. by Austrian Law): In case of an employment you'd be categorized as "Spezielle Tätigkeit 1" of the "IT Kollektivvertrag".

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