

Joboffer dated from 07/27/2018

Senior Engine Programmer C++

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|---------------------|----------------------------|
| Field: | Programmer: Game Developer |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Zip Code / Place: | 5554 HT Valkenswaard |
| Country: | Netherlands |

Company data



| | |
|-------------------|--------------------------|
| Company: | Abstraction Games |
| Street adress: | Deken Mandersplein 2-4 |
| Zip Code / Place: | 5554 HT Valkenswaard |

Contact Person

| | |
|-------------------|---------------------------|
| Name: | Wouter Go |
| Position: | Head of Recruitment |
| Street adress: | Deken Mandersplein 2-4 |
| Zip Code / Place: | 5554 HT Valkenswaard |
| E-mail: | jobs@abstractiongames.com |

Job description

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 10 years ago as 2 people in a garden shed, and now have over 40 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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20457 Hamburg / Germany

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.

□

Some of our previous successes are **Ark: Survival Evolved, The King of Fighters XIV, Hotline Miami 1&2, Don't starve, the Sexy Brutale, Broforce, and 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. □

□

Who You Are:

- 5+ years' experience in a similar position or have shipped multiple titles
- Excellent programming skills in C++
- Experience with cross-platform development for Console and PC
- Experience with low level Engine programming
- Able to navigate large code bases
- Optimisation 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

□

Bonus, if you have experience with

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

□

What you'll do:

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



Are you interested and do you fit above profile? We love to hear from you!

Email your CV and motivational letter to **jobs@abstractiongames.com**

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