

Joboffer dated from 08/20/2018

## Backend Developer (786487) (Java) (m/f)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20354 Hamburg
Country:	Germany

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### Company data

Company:	<b>Bigpoint GmbH</b>
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg



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### Contact Person

Name:	Avantika Thakur
Position:	Junior Recruiter
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg
E-mail:	a.thakur@bigpoint.net

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### Job description

*We are looking for a motivated and passionate Game Developer that aspires to take browser games to the next level. In ambitious projects you will build up and maintain high-value game productions in a multi-disciplinary team. With your experience, preferably from previous game developments, you are able to provide a strong technical background and motivated to create great games!*



### RESPONSIBILITIES:

- Work on the backend of a browser-based high-quality MMO game
- Build and extend a game, and shape its future
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Create and maintain the games structure, persistency and logic

- Develop and improve architectures, pipelines and processes along the way
- Implement requirements derived from Game Design documents
- Analyze and improve non-functional requirements of the game server (like reusability, testability, performance)
- Test your code thoroughly with Unit Tests and Mock Objects (i.e. JUnit, EasyMock etc.)
- Tackle larger goals or tasks, plan and develop engineering solutions, specify and communicate these tasks
- Prioritize, multi-task and perform in a deadline-oriented environment



## REQUIREMENTS:

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 3+ years of professional experience in developing video games and successfully worked on at least one shipped game
- Extensive practical knowledge of Java SE (Collections, JDBC, Input/Output) in a professional environment and a deep understanding of the language and its specialties / of the SDK (Java8+)
- Advanced and disciplined OOP programming skills with state-of-the-art knowledge and experience in system design and architectures
- Knowledge of build systems (Maven, Ant, Jenkins)
- Experience with frameworks and databases (e.g. MySQL)
- Advanced understanding of game server architecture and of multi-threading
- Experience with DI (Guice preferred), testing frameworks (TestNG / JUnit, EasyMock) and JPA
- Proven experience in code versioning (e.g. with SVN, GIT)
- Additional experience with other languages (e.g. PHP/JavaScript/C#/ActionScript) is a plus
- Good problem analysis skills and ability to find simple, robust and efficient solutions for complex problems
- You are a team player who enjoys working with other departments on shared goals
- Passion for games
- Fluent in written and spoken English



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