Joboffer dated from 08/20/2018

Lead Developer (PHP/ Java/ Javascript) (743858) (m/f)

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

Company data

Company:	**Bigpoint GmbH**
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg

Contact Person

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

Job description

As Lead Software Engineer/Developer you drive and own the technical development for our messenger platform games. This role will have you own the overall tech responsibility for the team in its entirety. You create the road map and lay out the plans to the technical team to get it done at a high quality bar and in a timely fashion. You will play a key role in the architecture of solutions, during both design and coding.

RESPONSIBILITIES

- Create and defend the technical architecture for messenger games (such as Facebook Messenger Instant Games)
- Together with your team, implement suitable game mechanics that fall in line with game vision
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Collaborate and provide feedback on all aspects of game development with relevant stakeholders
- Own the technical documentation and quality of the team's output
- Responsibility for the quality bar of all technical designs to create great gameplay experiences
- Communicate with internal and external teams to facilitate understanding of technical decisions and overall implementation delivery
- Lead, mentor, support and train your team in order to enhance their skills and capabilities
- You prioritize, multi-task and perform in a deadline oriented environment
- Be a part of the recruiting process at Bigpoint☐☐

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REQUIREMENTS

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 5+ years of extensive practical knowledge used in a professional environment such as JavaScript/TypeScript, HTML, node.js, Java, PHP and/or C#
- 2+ years in a Lead Software Engineer role with rock-solid leadership skills
- Profound programming skills with best-practice knowledge and experience in system design and architecture
- Knowledge and experience with server, client and external module infrastructure is a plus
- Successful experience with technologies such as Cocos2D and Play Canvas, Unity is a plus
- Proven track record of delivering high quality for similar game projects
- Ability to give direction and feedback, and ensure follow through
- Flexible and pragmatic approach in a high paced game development environment
- Passion for games
- Fluent in written and spoken English