Joboffer dated from 08/20/2018

Lead Programmer (735582) (m/f)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	10969 Berlin
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 Programmer you drive and own the technical development for one of our strongest live game titles Drakensang Online. This role will have you own the overall tech responsibility for the game 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 architectural design of solutions, during both the solution design meetings and the coding of this project.

RESPONSIBILITIES

- Build and run a team of talented developers, covering front and back-end development of a high-quality MMORPG game
- Be accountable for the technology, maintenance and improvement of all game systems
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Define the strategy and roadmap for the game's technical development in conjunction with key stakeholders
- Represent the technology perspective on a management level
- Own the technical documentation and quality of the team's output
- Lead, mentor, support and train the developers in order to enhance their skills
- Work with stakeholders to define technical options and agree on solutions for future streams of work
- Identify the development team's talents and needs
- Implement and improve processes in order to maintain a productive work environment

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REQUIREMENTS

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 8+ years of extensive practical knowledge in C++ in a professional environment
- 5+ 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
- Robust knowledge and experience with server, client, database and external module infrastructure
- Proven track record of delivering high quality online game projects
- Ability to give direction and feedback, and see it through towards making improvements
- Flexible and pragmatic approach in a high paced game development environment
- Strong team and communication skills with ability to communicate effectively with both technical and nontechnical colleagues
- Passion for games
- Fluent in written and spoken English