Joboffer dated from 08/22/2018

Senior Backend Developer (829373) (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 a backend developer in our Games Technology department, you will work in a unique team supporting our games with development of reusable and highly optimized backend solutions. You will have a chance to contribute to several ongoing projects, collaborate with talented teams and individuals! With your expertise in developing game and other backends, you ensure high quality and develop an awesome gaming experience for our future players.

RESPONSIBILITIES

- Develop, improve, test and adapt core backend features that are used across different games
- Work with several multidisciplinary teams on various game projects throughout the company; this can also include longer and local work assignments to one specific game

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team
- Integrate and maintain client-side elements developed by frontend developers with server-side logic
- Ensure stability, scalability and performance of the backend by monitoring the servers, services and environments
- Develop, improve, test and maintain administrative functionality for game projects
- Translate requirements into clean, efficient and maintainable code
- Identify technical solutions to gameplay questions in cooperation with other departments
- Be responsible for all backend related topics through the whole product lifecycle
- Write, improve, test and maintain configuration management solutions for core features and game projects with established tools and languages
- Provide guidance and mentorship to junior team members
- You prioritize, multi-task and perform in a deadline oriented environment

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REQUIREMENTS

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 5+ years of professional experience in developing video game backends
- Extensive practical knowledge of C#, C++ or Java in a professional environment as well as knowledge in scripting languages (e.g. Python, PHP)
- Profound programming skills with best-practice knowledge and deep understanding of algorithms, data structures, performance optimization techniques and object-oriented programming
- Experience in setting up client-server network architectures and technologies
- Experience in developing multi-threaded applications
- Successfully worked on a social/MMO project with a large amount of players or a realtime multiplayer game
- Basic knowledge of web technology (LAMP)
- Good problem analysis skills and ability to find simple, robust and efficient solutions for complex problems
- Good knowledge of Linux server administration and debugging on Linux, preferably in a professional DevOps environment
- Experience with one or more configuration management systems (e.g. Puppet, Chef, Ansible, etc)
- DevOps mindset and service mentality
- You are a team player who enjoys working with other departments on shared goals
- Passion for games
- Fluent in written and spoken English