Joboffer dated from 11/27/2018

(SENIOR) UNREAL ENGINE DEVELOPER (F/M) - Unannounced Project

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	80335 München
Country:	Germany

Company data

Company:	**Aesir Interactive GmbH**
Street adress:	Ganghoferstr. 68
Zip Code / Place:	80339 München

Contact Person

Name:	Wolfgang Emmer
Position:	CEO
Street adress:	Ganghoferstr. 68
Zip Code / Place:	80339 München
E-mail:	aesir-jobs@m.personio.de

Job description

ABOUT THE COMPANY:

Located in Munich, Germany Aesir Interactive offers a fun, focused and casual atmosphere while developing several different games, VR and MR projects and non game products for PC, Xbox, Playstation and Switch at once. At Aesir, we believe in people and our team and want to advance your skills and knowledge together with us.

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THE KIND OF STUFF YOU'LL BE DOING:☐

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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

Work with Unreal Engine 4 and C++
- Work with state-of-the-art tools & workflows (VS, Visual Assist, …)
- Work in an agile project team with up to 20 people.
- Work on multi-year projects, esp. for a German premium car vendor
- Work closely with our designers to implement new features or upgrade existing ones.
- Take part in several projects and company-based event for knowledge transfer, fun and recreation.

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WHO ARE WE LOOKING FOR:

- You worked already at least 5 years in the games and/or software industry
- Participated in one or more complete development cycles
- You have very good working knowledge of C++
- You have good knowledge with UE4
- You know how game-engines work internally – it's not just a black box
- Solid math knowledge (linear algebra, geometry)
- You know about OOP and are familiar with (code) design patterns
- Worked with TDD
- Worked with versioning systems
- You can work self-directed and reliably
- You like working in a team, solving problems together
- You have good communication skills in English both verbally and in writing

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THE IDEAL CANDIDATE ALSO HAS:

- Knows about DOD
- Has experience with performance optimizations (e.g. parallelization)
- Has a solid physics knowledge (especially kinematics)
- Has working knowledge of C#, Python and/ or other languages
- Knows how to write Shaders (GLSL, HLSL or Cg)
- Has some team leading/ project management skills/ knowledge

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WHAT WE OFFER:☐

- A great motivated, passionate and ambitious team. (35 people in Munich)
- Library with Books, Movies, Series and of course Games.
- A weekly fresh Bio – Fruit Basket, free Drinks, Coffee and Tea.
- A modern and unique office located 5 minutes to the central station.
- Relocation support, your own fitting office chair; package service, train ticket and food subsidy.