

Joboffer dated from 01/07/2019

## Tools Engineer (f/m)

Field:	Programmer: IT / Backend / Client / Web
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

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## Company data

Company:	<b>YAGER Development GmbH</b>
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



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## Contact Person

Name:	Human Resources
Position:	
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin
E-mail:	contact-hr@yager.de



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## Job description

As a Tools Engineer at YAGER you will work on The Cycle ([www.thecycle.game](http://www.thecycle.game)), an awesome and exciting match-based FPS with an international team of highly experienced and talented developers that are passionate about their work.



### Responsibilities

- Design and implementation of a solid and user friendly tool framework
- Write clear, maintainable and fast code in adherence to internal standards
- Write and maintain technical design and software system documentation

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### **Qualifications**

- 3+ years of programming experience with tools and applications
- Excellent Python and advanced C# and C/C++ skills
- Good Knowledge of software engineering practices
- Self-motivation with a strong work ethic
- Ability to communicate effectively in English, both verbally and in writing
- Flexibility, ability to work collaboratively, excel as a team player
- Passionate about videogames

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### **Desirable skills**

- Unreal Engine experience
- Good knowledge of system programming for Windows
- Experience with .Net
- Knowledge of standard network programming techniques
- Experience with setting up and working with databases

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### **Employment details**

- Full-time and on-site
- Status: employment
- Start: asap

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### **Join our Team!**

If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.

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