Joboffer dated from 01/23/2019

VR Game Developer - Unreal Engine

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	81379 Munich
Country:	Germany

Company data

Company:	**HOLOGATE**
Street adress:	Kistlerhofstr. 70 Gb79
Zip Code / Place:	81379 Munich

HOLOGATE

Contact Person

Name:	Leif Petersen
Position:	CEO
Street adress:	Kistlerhofstr. 70 Gb79
Zip Code / Place:	81379 Munich
E-mail:	leif@hologate.com

Job description

ABOUT US:

HOLOGATE creates multi-user VR platforms for location based entertainment that easily integrate within venues for any kind of family entertainment all around the world. Using the latest cutting-edge VR tech and developing its own state-of-the-art multiplayer games, HOLOGATE has become the world market leader in this evolving market of innovative out-of-home entertainment.

With active locations spanning across North America, Europe, the Middle East, and the Asia-Pacific region, in the last year of 2018 HOLOGATE has already thrilled more than 1,000,000 players worldwide and served as their gateway to a new kind of gaming.

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Bei den Mühren 70
20457 Hamburg / Germany

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YOUR TASKS

- Develop multiplayer VR games using Unreal Engine 4 (C++ & Blueprints)

- Implement new game features in collaboration with our team

- Plan the development together with the team in an agile project structure

- Test, debug, profile and document your implementations

- Take part in several VR game projects based on different kind of genres and gameplay

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YOUR SKILLS

- Hands-on experience with C++ programming

- Practical knowledge of object oriented development and design patterns

- Proven development experience with game-related content in Unreal Engine 4

- Basic knowledge of common algorithms and data structures

- Solid math skills (especially linear algebra and geometry)

- Established knowledge of creating network-based multiplayer games

- Adept at working with version control

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NICE TO HAVES

- Hands-on experience with C# programming

- Well-informed in making use of shaders, especially in Unreal Engine 4

- Efficient development methods to achieve an optimal hardware performance

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WHAT WE OFFER / BENEFITS

- A motivated and friendly team with lots of humour and all kinds of interests

- Working in a fast-paced, evolving VR segment, which paves the way for the future

- Lots of opportunity to learn different skills and tackle interdisciplinary tasks.

- Open-space office, where you are able to train your skills at *Star Wars Pinball* or *Pong*

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INTERESTED?

Apply to recruitment@hologate.com with an up to date CV and Portfolio. ☐

German-language applications are also accepted.

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