

Joboffer dated from 02/11/2019

## Backend Developer (PHP) (m/f/d) - 687625

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	20354 Hamburg
Country:	Germany

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### Company data

Company:	<b>Bigpoint GmbH</b>
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg



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### Contact Person

Name:	Avantika Thakur
Position:	Junior Recruiter
Street adress:	Sachsenstraße 20
Zip Code / Place:	20097 Hamburg
E-mail:	a.thakur@bigpoint.net

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### Job description

As Game Developer you will work on the frontend and backend of one of our most successful MMO games, DarkOrbit. As generalist you enjoy both, ensuring the performance of the backend of the game and collaborating with the artists and designers to bring gameplay features into our game. With your expertise, you create an awesome gaming experience for our players.



### RESPONSIBILITIES

- Work on the backend of a browser-based high-quality MMO game
- Build and extend a game, and shape its future
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- Create and maintain the games structure, persistency and logic
- Develop and improve architectures, pipelines and processes along the way
- Implement requirements derived from Game Design documents
- Analyze and improve non-functional requirements of the game server (like reusability, testability, performance)
- Tackle larger goals or tasks, plan and develop engineering solutions, specify and communicate these tasks
- Prioritize, multi-task and perform in a deadline-oriented environment
- Support your lead by helping him to scope and break down tasks, define workflows and design systems



## REQUIREMENTS

- University degree in the fields of Computer Science, Computer Engineering or comparable qualification
- 3+ years of professional experience in developing video games and successfully worked on at least one shipped game
- Extensive practical knowledge of PHP in a professional environment and a deep understanding of the language and its specialties
- Advanced and disciplined OOP programming skills with state-of-the-art knowledge and experience in system design and architectures
- Experience with frameworks and databases (e.g. MySQL)
- Advanced understanding of game server architecture and of multi-threading
- Proven experience in code versioning (e.g. with SVN, GIT)
- Additional experience with other languages (e.g. Java, C#, ActionScript) is a plus
- Good problem analysis skills and ability to find simple, robust and efficient solutions for complex problems
- Management/lead experience is a plus
- You are a team player who enjoys working with other departments on shared goals
- Passion for games
- Fluent in written and spoken English

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