

Joboffer dated from 05/21/2019

DevOps/ Build Engineer (f/m/d)

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

Company data

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



Contact Person

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



Job description

As a Build Engineer you would join our company-wide DevOps team supporting multiple projects. Your focus would be working on game-centric build and automation implementations while you would also touch base with our deployment solutions.

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Responsibilities

- Develop and maintain our CI/CD pipeline for consistent releases with minimal downtime for various platforms
- Ensure we have a delivery-ready build and binaries for all platforms available
- Extend and maintain our online platform infrastructure
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20457 Hamburg / Germany

Troubleshoot build problems

- Identify and address any stability, performance and security risks
- Develop and introduce tools and applications to enhance developer productivity
- Collaboration with engineering and QA teams, understanding the objectives of the user stories
- Contribute to knowledge sharing, brainstorming and other initiatives of prototype development and innovation

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Qualifications

- 3+ years of practical experience in a Build Engineer or similar role
- Experience and conceptual knowledge with common CI systems / toolsets (preferable Jenkins, Gradle) as well with automated build and delivery pipelines in general
- Strong conceptual understanding and hands on coding expertise in a common (scripting) language (desirable in Groovy or Python)
- Experience using the UE4 build and automation tools
- Experience with Perforce or similar SCM systems
- Proficiency in the Windows and Linux environment
- Good understanding of software development and testing processes in general
- Good debugging and troubleshooting skills
- Strong time management skills with the ability to focus on priorities and solve problems (well organized and autonomous)
- Open to giving/receiving feedback and enjoys working in a fast paced, constantly iterating environment
- Ability to support On-Call schedules

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Desirable skills

- Experience in games industry
- Experience developing games with UE4
- Experience in shipping for consoles, Android and iOS
- Knowledge of C++ multi-platform builds
- Configuration management tools knowledge
- Experience in testing automation (frameworks)

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Employment details

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- Full-time and on-site
- Status: employment
- Start: as soon as possible

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Benefits

We support you all the way

Relocation bonus and ongoing support and assistance

Occupational pension scheme

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We care about your well-being

Flexible working hours

Fresh fruit and vegetables every day

Hot and cold beverages of your choice

In-house massage

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We encourage continuous learning

Extensive games/books library

Dedicated Talent Development Manager

Participation at various game conferences

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We know how to have fun

A variety of exciting Team Events

Summer and Christmas Party

Beer and soft drinks for Friday meetings

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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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