

Joboffer dated from 01/06/2020

C++ Engine Programmer

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	33330 Gütersloh
Country:	Germany

Company data

Company:	games.nrw
Street adress:	Luise-Rainer-Straße 7
Zip Code / Place:	40235 Düsseldorf



Contact Person

Name:	Kristin Janulik
Position:	Stellv. Vorstandsvorsitzende
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Job description

As a part of the Kalypso Media Group, Gaming Minds Studios is successfully producing video games for PC and consoles for more than 10 years. Our games are released in several countries of the world on a regular basis.

To keep up the quality of our games we are currently looking for a **C++ Engine Programmer for a permanent position** to join our 18 member team in Gütersloh (North Rhine-Westphalia, Germany) at the earliest possible date.

Job Specification

- Designing, implementing, testing and debugging engine components
- You will collaborate with a team of experienced engine programmers
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Close cooperation with game developers from all areas

- Platforms: PC and current-gen consoles

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Qualifications

- Excellent knowledge in GPU programming and 3D-mathematics
- Excellent knowledge in DirectX or other Rendering-APIs
- Excellent knowledge in C/C++
- Experience in programming video games for PC
- Experience in programming of PS4 and Xbox One are advantageous
- Experience in design, developing and debugging of effective and robust code
- Even career newcomers are welcome

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Additional information

Please apply to info@gamingmindsstudios.com and attach your full application including references and C++ work samples via e-mail or link.

Applications without work samples will not be taken into consideration.

Please state the earliest possible date for your recruitment and your salary expectations in your application.

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