

Joboffer dated from 09/26/2020

## Unity Developer (m/w/d)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	80639 München
Country:	Germany

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## Company data

Company:	<b>FDG Entertainment GmbH &amp; Co.KG</b>
Street adress:	Romanstr.7/9
Zip Code / Place:	80639 München



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## Contact Person

Name:	Markus Görl
Position:	
Street adress:	Romanstr.7/9
Zip Code / Place:	80639 München
E-mail:	jobs@fdg-entertainment.com

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## Job description

We're expanding our internal dev team and are looking for a Unity Developer with experience to work on site in our studio in Munich. You're creative, you like challenges and want to be part of something big? You breath object oriented programming and modular software development? You've found the right job then! You'll work closely with a passionate team and will contribute to an international brand. Your contribution will be played by millions of people.□

Your Responsibilities:

- Implement various game mechanics and features, UI, Audiosystems in a scalable and clean manner
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Implement necessary tools for game development and content creation to ease and speed up the process

- Implement shaders, animation sequences and VFX together with the artists
- Confidently optimize and debug the project
- Understand existing codebases quickly.
- Contribute your ideas regarding the game and tech in general

□

#### Requirements:

- Bachelor/Master or similar in Computer Science or Software Engineering
- □ years of professional experience and at least 2 released commercial Games
- Perfect knowledge about the Unity Game Engine and C#
- A thorough understanding for scalable Software Design and Software Architecture principles
- Demonstrated ability to produce robust, maintainable and clean code
- Experience in Game Development for mobile platforms (Android, iOS)
- Experience with Networking Frameworks like Photon or similar for Unity
- Experience in writing performant shaders
- Experience with writing tools required for game development and content creation (e.g. data imports, level editors)
- Familiar with working in a fast paced, agile environment as well as using versioning tools like Git
- Highly motivated and great time management skills
- Great teamplayer as well as disciplined, independent working
- Fluent in both spoken and written English (German is a plus)

#### What we offer:

- The unique opportunity to work at an established publisher and help build the internal

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development department to set the course for the next few years

- An international, dynamic and creative team that loves and lives games
- Support for relocation to Munich
- Retirement provision
- A relaxed, pleasant environment with as much coffee and other drinks as you want
- Flexible working hours
- Support for advanced training and acquiring new skills
- Modern and ergonomic workplace in a beautiful, large office with perfect connection to public transport in one of Munich's most beautiful areas

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Important notice:

- A proof of previous work is mandatory. Please let us know which games you have worked on before and what your tasks were.
- We might ask a skill test to check if you meet our requirements

About FDG Entertainment:

FDG Entertainment is a leading producing and publishing studio, delivering high quality and creative games for all platforms. The company is based in Munich, Germany, and accumulated more than 300 million downloads to date. FDG Entertainment is 100% privately held and headed by the founders.

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