

Joboffer dated from 08/20/2020

Unity Developer

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Salary:	Negotiable
Zip Code / Place:	The Hague
Country:	Netherlands

Company data

Company:	Paladin Studios
Street adress:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag



Contact Person

Name:	Sacha Blom
Position:	Marketing & Recruitment Coordinator
Street adress:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag

Job description

We are looking for a strong Developer that thrives in a growing and changing environment. Someone who loves a challenge, solving problems and collaborating with other members of the game development team. As a Developer you will be programming gameplay elements and help create a robust, fun gameplay experience for our players.



OUTCOMES

- Work closely with art, design and production to design, plan and implement gameplay features, systems and tools to bring the vision of the game alive
-

Games-Career.com is a service provided by:



Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

Champion game quality and dedicated to improving game-feel to raise the quality of the game

- Implement new features on green-field projects and legacy alike

☐

ROLE-BASED SKILLS

Required

- Excellent programming skills (preferably C#) with an understanding and passion for readable, robust code and best practices
- Understand what makes game interactions “fun”, and focus on this as a core goal
- Interpreting design requirements as well as the studio's creative aspirations
- Experience working in a game studio
- Strong understanding of game development tooling and processes, art workflow, performance optimisation and memory management
- Experience with implementation of GUI graphics, animation, controls for a perfect polished game feel

☐

Desired

- Experience with Agile development
- Experience using source control systems such as Git
- Familiarity with recent versions of Unity and up to date knowledge of industry trends
- Understanding of 2D and 3D animation principles.
- Experience with mobile development (Android/iOS) ,console development and experience with platform certification processes
- Experience with build automation and build scripts i.e. Jenkins, Ant, Make etc.
- Experience with integrating third-party tools into an existing codebase
- Experience interacting with and improving legacy codebases

☐

SOFT SKILLS

- Insight: ☐ You have ☐ and gain insight into situations, problems and processes. You deconstruct problems and systematically investigate the various components. You have a complete picture of the context and overview of the whole problem
- Accountability: ☐ You take responsibility for your own actions, those of colleagues and the organisation ☐ and stimulate others to do the same.
- Flexibility: ☐ You have the ability to change your behavioural ☐ style and/or views in order to reach a certain goal.
- Initiative: ☐ You have the ability to recognise ☐ and create opportunities and to act accordingly. Rather starting something than waiting passively for it to happen.

☐

Games-Career.com is a service provided by:

QUALIFICATIONS

- You have ☐ a strong passion for making games
- You have at least 3 years experience with game development in Unity C# (Gameplay, GUI, Tools programming)
- You have at least one shipped title - any platform
- You read, write and speak excellent English
- You are able to work 32-40 hours per week
- You are willing & able to work at our basecamp in The Hague when required

☐

CULTURAL COMPETENCIES

Paladin has five core values that we're looking for in team members:

☐

- Kaizen: We make positive changes on a regular basis
- Spark: We leave a mark, providing a positive experience for everyone involved
- Wholehearted: We love the work we do, and we commit to our work
- Adventure: We go off the beaten track
- Autonomy: We make decisions and take responsibility for our actions

☐

WE OFFER

- Diverse and challenging projects
- A place in a highly motivated and skilled team and an ambitious company
- Positive, healthy work environment
- Coaching and plenty of opportunities for personal development
- A high degree of freedom and responsibility
- Competitive salary and benefits

☐

We work in autonomous development teams. This ensures tight communications, a real sense of ownership and truly agile development.

In our weekly show & tell meetings, every team shares their progress and all aspects of the company can be discussed. We believe in transparency and autonomy, and this creates a high degree of freedom and responsibility. (Note that this is not for everyone, so please only apply if this concept appeals to your inner pirate!).

☐

ABOUT PALADIN STUDIOS

Games-Career.com is a service provided by:

☐

We create games that make people smile – be it a sweet twinkle, loud laugh, or evil grin.

☐

Paladin is a game developer. Our basecamp is in The Hague but we are currently working remote due to COVID-19. We are a team of 35 knights and growing. Our mission is to create games with a spark, for players all over the world. We achieve this goal by being a world-class game studio with soul, that brings out the best in people. That means a studio filled to the brim with creativity, professionalism, and good vibes.

Some of our recent games include:

- [Good Job!](#) ☐ Climb the corporate ladder one office-themed puzzle at a time
- [Stormbound](#) ☐ Tactical CCG combat with beautiful visuals
- [My Tamagotchi Forever](#) ☐ The 90s reborn on your smartphone!

☐

HOW TO APPLY

☐

Does this sound good? Awesome! To apply, please fill in the [application form](#). First come, first serve. Please link to your portfolio and CV or add them as attachments.

☐

Games-Career.com is a service provided by: