

Joboffer dated from 09/08/2021

Regular Unreal Engine Programmer (m/f/d) Nine Worlds Studios

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	81739 München
Country:	Germany

Company data

Company:	Kalypso Media Group GmbH
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms



Contact Person

Name:	Nicole Göhrig
Position:	HR Managerin
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms

Job description

Nine Worlds Studios in Munich, Germany, is a **newly formed game development studio** under the roof of Kalypso Media Group. Our experienced team of game development professionals works on internationally renowned IPs, creating fresh and innovative video game products for Next-Gen Consoles and PC. We're looking for development colleagues with a good sense of team spirit and a high standard of quality, to create great games for players worldwide.

As a member, you will work closely with the whole team and have a significant impact on our projects.

To support our team, we are looking for a **Regular Unreal Engine Programmer (m/f/d)**

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Your profile:

- You are a passionate gamer and motivated game developer
- You have 3 years of experience with developing games or other software
- You are a skilled and motivated C++ and UE4 developer
- You know how to work with version control systems
- You are a team player across all departments
- You have good communication skills in English

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Your tasks:

- Implement game systems and features with Unreal Engine 4/5 in close collaboration with other departments (especially Game Design)
- Review the code of your colleagues
- Write automated tests (Unit tests, Integration tests, ...)
- Work together with all departments to achieve the best result
- Support the team with your technical skills

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We appreciate if you also have:

- Experience developing a game from start to finish
- Experience with data-oriented design
- Knowledge of other languages like C# or Python
- Knowledge of other fields in game development like lighting, shaders, UI/UX design

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What we offer:

- Work on an internationally renowned game IP
- Be part of a new but experienced team and shape the work environment
- A motivated, passionate and ambitious team
- Free coffee, milk and tea
- Ergonomic workplace with a fitting office chair, table and monitors
- We subsidize your train / public transport ticket
- A subsidy for lunch
- We offer the possibility of a company pension

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Interested ?

Please send us your CV and complete documents, Attn: Mr. Thomas Schneider

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