

Joboffer dated from 10/15/2021

Senior Online Game 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 address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Job description

We are currently seeking a talented and passionate **Senior Engineer - Online** to support our team working on the online features for The Cycle, a F2P multiplayer shooter packed with innovation. You will join in an exciting development phase and be part of an experienced team that has a lot to offer and encourages you to grow with us together!

The ideal candidate is a Game Engineer who has extensive experience working on live, online games with a strong dedication for making great games.

We believe the best games are made by diverse teams and welcome applicants from all backgrounds.

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Responsibilities

- Implement features and solutions, both on client and backend, covering our tech stack from UE4 communicating to Playfab and Azure infrastructure
- Write clean and maintainable C++ and C# code
- Research new technologies and tools that will help us run our live services with high availability and scalability
- Integrate platform services and SDKs, such as Steam, EGS, PSN and Xbox Live
- Support running a 24/7 live game, following On-call schedules and investigating live incidents
- Write technical specifications, technical design documents, and other relevant documentation
- Mentor junior and regular engineers, run technical interviews and own a significant part of our online infrastructure

Qualifications

- 6+ Years of experience working on live games, on PC, mobile and/or console platforms
- Experience implementing online services, such as In-app purchases, authentication, leaderboards, live events, Meta and progression, matchmaking and analytics
- Fluent in C++, C# (or similar languages)
- Experience working with backend technologies, either in-house or BaaS, in a serverless architecture
- Experience implementing game systems and features, such as UI and gameplay
- Experience with cloud infrastructure on any of the major providers (Azure, AWS, Google Cloud), including VPCs, SQL/NoSQL databases, and messaging/queue systems
- A passion for videogames, and a general understanding of the industry and game design principles

Nice to have

- Experience with Playfab, Azure functions, SignalR, Redis
- Experience with UE4, including UMG, Blueprints
- Experience with UE4 build system, and CI/CD (Jenkins, TeamCity or similar)
- Multiplayer game experience, including dedicated servers, UE4 replication and client prediction
- Experience with testing automation frameworks

Employment details

- Full-time
- 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

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, fitness Club membership, monthly company events, Berlin public transportation Jobticket

We encourage continuous learning

Extensive games/books library, dedicated Talent Development Manager, participation at various game conferences

We know how to have fun

A variety of exciting Team Events, regular in-house social events, summer and Christmas Party, beer and soft drinks for Friday meetings

If this sounds exciting to you, and you love to work in a creative environment with people who are passionate about their work, we are looking forward to getting to know you!

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