

Joboffer dated from 05/09/2022

Junior Unreal Developer (m/f/d) Realmforge 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

Realmforge Studios was founded in 2008 in Munich as part of the Kalypso Media family. We are forging video games for PC and console and are currently working on the further development of the '**Dungeons**' series, and '**Tropico 6**'.

As a member of our dev team, you will work closely with all departments within the studio to significantly shape the future of our projects.

We are looking for reinforcement for our team in Munich **Junior Unreal Developer (m/f/d)**.

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We offer:

- Working Where Games live!
- A lively, creative and open atmosphere in a growing company
- Exciting tasks, freedom to develop your own ideas and initiatives as well as short decision-making processes
- Responsible work in a constantly evolving industry
- Play Games, Love Games, Live Games: A team that has fun together and stands up for each other.
- Vitamins, caffeine & ice cream included: Fresh fruit, mineral water, very essential for survival ice cream and, of course, coffee are freely available.
- Regular board game nights in the office
- Sustainability: our office has a good connection to public transport and we offer bicycle leasing via Jobrad and subsidize tickets for public transport.
- Alternatives for car drivers: travel allowance or parking space
- Fast food or healthy? Our central location offers a wide range of food options for your lunch break- and we pay part of the costs!
- Preparing for the future: you can continue an existing company pension scheme or apply for a new one by converting your salary.
- Attractive employee discounts and company events round off the package with additional content.

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Your profil:

- Excellent knowledge of C++ and Unreal
- Experience with graphics and shader programming
- Experience with code structure and best practices in large projects
- Ability to quickly navigate existing, large code base
- Efficient debugging and profiling skills
- Passion for games and game development
- Commitment, personal responsibility and enjoyment of teamwork
- Flexibility and ability to work under pressure

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Interested ?

Then we are looking forward to receiving your meaningful application with cover letter, resume and references.

We put a lot of emphasis on a cover letter. Don't see it as a chore, but as an extra chance to show who you are/tell us more about yourself.

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