

# Joboffer dated from 05/25/2022

# Development Quality Analyst (m/f/d) Claymore Game Studios

Field: QA / Testing
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 64293 Darmsatd

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

We are currently looking for a  $\square$  **Development Quality Analyst (m/f/d)**  $\square$  to support our new project based on the Commandos franchise.

Claymore Game Studios are located in Darmstadt close to the Frankfurt-Rhine-Main area□

We work on the next installment of the successful **Commandos** game franchise for PC and the next gen consoles. We are looking for passionate developers to join our team and actively define the future of one of the most iconic series in tactical strategy gaming.

#### We offer:

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- A lively, creative and open atmosphere in a growing company
- Freedom to develop your own ideas and initiatives
- Exciting tasks, teamwork and short decision-making processes
- Responsible work in a constantly evolving industry
- Vitamins, caffeine&drinks: fresh fruit, soft drinks, coffee and tea are freely available
- We make it our goal to proactively contribute to the mental health of our employees. We are supported by an online tool.
- Premium fitness: work out in a gym next door with a□reduced membership fee for employees
- Alternatives for car drivers: travel allowance or parking space available
- Fast food or healthy meal? A wide range of food options for your lunch are □available nearby and we pay part of the costs!
- Prepare for the future: you can continue an existing company pension scheme or apply for a new one by converting your salary.
- Flexible working hours and a hybrid workplace model (home office & office)
- Re-location? No problem we can help you to find your accommodation

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### Your profile:

- You have at least 3 years of experience within game quality assurance, preferably on developer side
- You have at least one released game on PC or console
- You are familiar with the development process for games and the connected test cycles
- You have experience in creating test plans, test cases and checklists
- You have good organizational and planning skills
- You are able to communicate proficient and precisely
- You have experience with bug reporting and bug tracking by using tools like Jira
- You have very good knowledge within the RTT genre and ideally also know the games from the original Commandos series

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#### Your tasks:

- You work closely with the departments for code and design to define the actual test requirements
- You are responsible to plan and organize the development accompanying QA process through all phases of development until the release
- You coordinate the communication with the publisher QA and with other external partners
- You create automated tests with Unreal Engine together with the code department
- You coordinate additional game testers as well as the bug reporting and tracking



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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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