

Joboffer dated from 10/15/2022

## Mobile Rendering Engineer (f/m/d)

Field: Programmer: Mobile  
Developer  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 97232 Giebelstadt  
Country: Germany

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### Company data

Company: **www.handy-games.com GmbH**  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt



### Contact Person

Name: Nicole Murrmann  
Position: HR  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt  
E-mail: nicole.murrmann@handy-games.com



### Job description

Are you looking for a challenging job in an attractive work environment in the gaming industry? Want to use your problem-solving skills and analytical-logical talent to make PC and console gaming accessible to an even larger group of people around the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers and publishers! We are looking for a **Mobile Rendering Engineer (f/m/d)** for our headquarters in Giebelstadt.

#### JOB DESCRIPTION

Games-Career.com is a service provided by:

For our growing portfolio of high-quality mobile games, we are now looking for a Mobile Rendering Engineer (f/m/d) with technical know-how.

Work closely with our art, design, and programming teams to take mobile gaming to the next level.

Within the game project you will mainly work with the following programs:

- Unity
- UnrealEngine
- Custom Game Engines

Join us and help bring console-quality games to mobile platforms.

### **YOUR TASKS**

- Analyze and optimize PC and console games for mobile platforms
- Optimize shaders, textures, render passes, and rendering features to improve the quality and performance of game assets
- Evaluate potential projects for technical feasibility
- Create and enhance tools for benchmarking, analysis, and optimization

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### **Your PROFILE**

- You have experience with Unity and/or Unreal Engine and/or other game engines
- Confidence in working with Android/iOS is an advantage
- You know the specifics and limitations of mobile GPUs or are interested in learning about them
- You are familiar with graphics APIs like Vulkan, Metal, or OpenGL
- You have technical know-how in shader programming (HLSL/GLSL or similar)
- You are not afraid of low-level details of a (hardware) platform
- You already know important debugging/profiling tools like RenderDoc, Unity Profiler, Unreal Insights, Snapdragon Profiler, or Arm Mobile Studio
- You can familiarize yourself quickly and well with new projects and situations
- You convince with self-motivation, sense of responsibility, a clean way of working, and the desire to grow with us
- Industry experience in game development is a plus
- You have a very good command of written and spoken English

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### **HANDYGAMES OFFERS YOU**

- 40 hours per week thanks to Scrum
- Flexible working hours
- 30 days of paid vacation
- A short and quick decision-making process due to flat hierarchies
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