

Joboffer dated from 10/21/2022

Senior Game Developer-Unreal Engine (m/f/d) Claymore Game Studios

Field: Programmer: Game

Developer

Type of employment: Full-time immediately
Zip Code / Place: 64293 Darmstadt

Country: Germany

Company data

Company: Kalypso Media Group GmbH
Street adress: Wilhelm-Leuschner-Straße 11-13

Zip Code / Place: 67547 Worms



Contact Person

Name: Nicola Neu
Position: HR Managerin

Street adress: Wilhelm-Leuschner-Straße 11-13

Zip Code / Place: 67547 Worms

Job description

We are currently looking for a \square Senior Game \square Developer-Unreal Engine (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

Your profil:

- At least 5 years of experience within the games industry
- At least one released game on PC or console
- Fluent in Unreal Engine Development with C++ and blueprints
- Experienced in multiplatform programming for PlayStation, XBOX and PC

Your tasks:

- Work closely with Art and Design to bring ideas and new gameplay features to life
- Use Unreal Engine and master its feature set to find the best way to implement solutions
- Independently identify potential technical problems and suggest solutions
- Technically design, implement and optimize gameplay features of a tactical RTS
- Optimize code for performance, readability and will take part in code reviews
- Write automated tests

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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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