

Joboffer dated from 12/17/2022

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

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	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 ☐ Senior **Game Developer-Unreal Engine (m/f/d)** ☐ 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
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- 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 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

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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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