

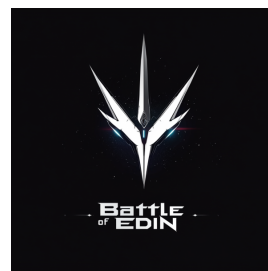
Joboffer dated from 11/26/2025

Godot RTS Game Developer

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22049 Hamburg
Country:	Germany

Company data

Company:	Edin Games
Street adress:	Lesserstr 67
Zip Code / Place:	22049 Hamburg



Contact Person

Name:	Franjo Diestel
Position:	
Street adress:	Lesserstr 67
Zip Code / Place:	22049 Hamburg
E-mail:	battleofedin@gmail.com

Job description

About the Project:

Battle of Edin is an upcoming real-time strategy game with base-building, unit production, resource systems, and tactical combat. The game is developed in Godot 4.

Your Responsibilities:

- Implement RTS gameplay systems (units, pathfinding, AI, combat, buildings, production).
- Build UI systems (HUD, unit selection, minimap, hotkeys).
- Optimize performance for PC and mobile targets.
- Work closely with our designers and artists to integrate assets and mechanics.

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Requirements:

- Strong experience with Godot 4 (GDScript or C#).
- Knowledge of RTS mechanics: pathfinding, unit logic, formation movement, selection boxes, isometric camera.
- Experience with 2D or 2.5D game development.
- Good problem-solving skills and ability to be self-driven.

Nice to Have:

- Experience shipping a game in Godot.
- Networking knowledge for multiplayer (optional).



Location: Remote or On-site (Germany)

Employment Type: Full-time

How to Apply:

Please send your portfolio + CV to: battleofedin@gmail.com

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Quinke Networks GmbH
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