

Joboffer dated from 05/02/2024

## Software Engineer (f/m/d)

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

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### Company data

Company:	<b>www.handy-games.com GmbH</b>
Street address:	i_Park Klingholz 13
Zip Code / Place:	97232 Giebelstadt



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### Contact Person

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



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### Job description

**HandyGames™** operates as an international indie game and premium mobile game publisher and developer.

Are you looking for a challenging job in the gaming industry in an attractive work environment? Are you goal-oriented, a strong team player and interested in becoming part of an international team of professionals? 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 **Software Engineer (f/m/d)** with strong development skills for our headquarters in Giebelstadt/Germany.

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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## **JOB DESCRIPTION**

As a member of one of our Scrum teams, you will not only be responsible for implementing game ideas into code, but you will also support optimizing performance, porting to different platforms, and ensuring the highest game quality together with cross-functional teams, including artists and designers. Within the framework of our different game projects, you will have to work with the following coding languages and programs:

- C# / C++
- Unity
- Unreal Engine
- Custom engines



## **WHAT ARE WE LOOKING FOR**

- You have a passion for games and are willing to deepen your knowledge of game development
- You are familiar with relevant technologies and operating systems (PC, iOS, Android, PlayStation, Xbox, or Nintendo Switch)
- Ideally, you have already gained practical experience in working with 2D/3D graphics and animations
- You can familiarize yourself quickly and well with new projects and situations
- You convince us with self-motivation, a 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 an excellent command of written and spoken English



## **HANDYGAMES™ OFFERS YOU**

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology



### **On-site Amenities:**

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel service

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