

NERDSBAY

Senior Gameplay Programmer

Nerdsbay

Job Overview

Location:	Berlin, Germany
Address:	Германия, Берлин
Tagged as:	C++, Unreal Engine 4
Website:	https://itfinland.com/

Description

Why should you join us

You'll be a core member of a rock solid team of artists, designers and game developers.

You'll work in an environment where we truly respect each other's talent and contribution.

We are ambitious and always strive to lift each other to full potential.

We love to play and develop games. In addition to playing games in our free-time, every Friday afternoon at Savage is dedicated to playing games that inspire us.

Our studios are conveniently located in the downtowns of Helsinki and Berlin. After the lockdowns are over, we will offer relocation services.

Our team is highly international so no matter where you come from, you won't be alone!

Last but not least - we offer competitive compensation and good benefits.

Responsibilities

Contribute to game design by collaboration, rapid prototyping while ensuring that strong architectural and algorithmic decisions are made

Work closely with art and design to create and iterate on gameplay features

Prototype and iterate on features and be willing to accept and respond to critical feedback

Optimize and fix bugs in existing gameplay systems

Contribute ideas toward all aspects of the game's production and development

Write robust, maintainable code

Requirements

A keen analytical mind, with strong problem-solving skills

Strong C++ skills and the ability to code and architect gameplay mechanics and tools

Well versed in games and the ability to articulate what is strong/weak about the design of existing games (an interest in online games is preferred)

Excellent communication and interpersonal skills

Experience working on a live service game

Self-motivated, strong work ethic, and able to work independently

Creativity in problem-solving and the ability to think outside of the established solutions

Keen interest in games

The ideal candidate will also have:

Shipped a mobile game using UE4

Math/Physics/Computer Science or related degree

A keen interest in keeping up to date with the latest Unreal has to offer

Last updated: 23.11.2021