



Cross-Platform Developer & Build Engineer

Sixteen Tons Entertainment, developer of the renowned EMERGENCY series, is looking for a Cross-Platform Developer / Build Engineer to join its team of passionate game developers on-site in one of its studios near Stuttgart or in Berlin.

As Cross-Platform Developer, you will be porting games projects to consoles and mobile platforms, and take care of platform-specific adaptations. You will configure, administer and optimize the automated build and deployment system for your platforms.

Your tasks:

- Self-directed implementation and maintenance of platform-specific functionality, primarily for Sony PlayStation 4 and Nintendo Switch
- Usage of Unreal Engine 4 (C++) and Unity3D (C#)
- Evaluation and integration of plugins and third-party technologies
- Optimization and stabilization of console games
- Setup and maintenance of build pipelines, including console / mobile deployment

Qualifications:

- Bachelor's Degree in Computer Science or similar
- At least 2 years working with a professional game or application development team
- Experience with console development (PS4, Switch)
- Experience with continuous delivery of game updates to internal and external customers
- Familiarity with software engineering best practices
- Good knowledge of code optimization and profiling tools
- User-oriented thinking
- EU citizenship or a valid working permit for Germany
- Passion for games

Desirable skills:

- Two or more shipped titles as a programmer
- Experience with both Unreal Engine 4 and Unity3D
- Experience with client-server architectures and multiplayer games
- Practical knowledge with Unreal Engine 4 source code modifications
- Good familiarity with Jenkins, SVN
- Ability to communicate effectively in German
- Mentality of a problem solver who stays cool even when dealing with a high workload

What we offer:

- Play a central role in a team that has been making games for over 20 years
- Take part in the development of the globally successful "EMERGENCY" game series
- Challenging and exciting game projects

- A highly motivated team with a flat hierarchy and fast decision making

Our current products:

- https://store.steampowered.com/app/735280/EMERGENCY_20/
- <https://play.google.com/store/apps/details?id=com.sgs.emhq.android>
- <https://itunes.apple.com/app/emergency-hq/id859148736>

Even if you don't meet all of the qualification requirements, we would love to hear from you.

Contact

Please send your CV and a cover email to:

Florian Wendel

application@sixteen-tons.com

Tel. +49 7071 916732

All applications and information will be treated confidentially.

Sixteen Tons Entertainment GmbH • Karlstraße 3 • D-72072 Tübingen

Sixteen Tons Entertainment GmbH • Kurfürstendamm 234 • D-10719 Berlin

www.sixteen-tons.com

www.world-of-emergency.com