

(F/M)

LEAD SOFTWARE DEVELOPER

FULL TIME

We are currently seeking a lead software developer for our Interactive department.

YOUR PROFILE:

- A bachelor's degree in Computer Science, Media Technology or similar; or equivalent knowledge and experience gained through professional work
- 5+ years of programming experience
- profound knowledge of software design patterns and their practical application
- experience in entity modeling in order to maintain clean data structures
- ability to design and maintain software architectures and maximize re-usability
- experience in developing interactive applications, based on game engines - preferably Unreal Engine 4
- motivation to lead a team of game developers and artists as well as representing the department in meetings and workshops within the company

YOUR ROLE:

- lead the development team - currently up to 3 people
- define and maintain the department's development structure and programming guidelines
- be responsible for a clean and maintainable software architecture for all interactive applications
- translate user requirements into reasonable development tasks
- consult less experienced developers on their implementation work
- serve as in-house consultant for other departments and stakeholders

BENEFICIAL:

- experience in database design/administration
- experience with CGI related workflows and applications - e.g. Maya, 3ds Max ...
- practical experience with Python and C++

WE OFFER:

- Permanent employment
- A progressive and innovative company environment
- Fair, performance-linked remuneration
- A modern workplace with a motivated and friendly team
- An enjoyable working atmosphere and short decision-making structures

Please send your detailed application with an indication of soonest possible start date to:

STAUD STUDIOS GmbH // Helen Rex // job@staudstudios.com

If you have any queries, please do not hesitate to call us on:

+49 7152 97 99 398.