Hey there!

We are Mad About Pandas, an award-winning Berlin-based game dev studio. We are currently growing our team to support our current project, an exciting AA production with a leading publisher. We recently released the narrative game Hitchhiker on PS4, XBOX, Switch, PC, Apple Arcade and VR, and have been producing acclaimed indie titles for more than a decade.

We currently still do mostly home office but want to transition back into the office while still letting employees decide themselves if they want to work from home on some days.

RESPONSIBILITIES:

- Programming of the Game Loop, features, systems and tools in a modular approach
- Build a stable game architecture and backend functionalities
- Continuously improve and iterate on the code base for our products
- Test and optimize the performance of the game for Gen8 & Gen9 Consoles
- Cooperate closely with the game designers and artists

QUALIFICATIONS:

- Passion for game dev and gaming in general
- Graduated in computer science, game development or a comparable course
- 1+ years of experience with Unity 3D, C# & VCS
- Very well structured, clean coding
- Capable of working with deadlines
- The willingness to work in a team and to communicate with each other

BONUS POINTS:

- The ability to explain technical issues in an understandable way to non-techies
- Know the other disciplines (game design, art, production) well enough
- IT, Backend & CI knowledge

PERKS:

- Help create a game from the very beginning
- Make creative & unique games! We are passionate about the projects we undertake
- Join a studio with an established track record shipping acclaimed titles
- Team culture where everyone has a seat at the table and your voice is heard
- We offer a flexible work environment with our great office workspace in Berlin-Neukölln

Contact: jobs@madaboutpandas.com
More Information about us: http://madaboutpandas.com/