

Solar Powered Games is a family owned development studio located in the South of Germany with offices in Munich and Langenargen. We are currently working on Highrisers, a pixel-styled urban survival RPG. To enhance our team, we are currently looking for a

Technial Artist (2D)



Your tasks:

- You will help bring the pixel graphics of our games to the next level
- With your assistance, we will introduce lighting effects into our 2D environment
- You will take care of UI related effects and visualizations
- You will handle art integration of our 2D assets



Your profile:

- You have experience with 2D pixel art effects, lighting and 2D rendering
- You have a basic familiarity with object orientated programming
- You know your way around the version management system git
- You are able to communicate in English
- Experience with shaders and openFL appreciated
- Experience in games development appreciated (hobby projects or Game Jams do count)



Working conditions:

- You can work part time (2-4 days per week) or as a freelancer
- Working place is either our main office in Langenargen or remotely from you home
- Flexible working hours
- Salary negotiable



Additional benefits:

- So you've always wanted to make games? Great! Here's your chance to work hands-on a commercial product with a small, dedicated team!
- We don't have a complex hierarchy, and if you have your own ideas and suggestions of how to improve the game, we're eager to hear them

Should you be among the few people on the planet who have already worked with the HaxeFlixel-framework: Congratulations, you're as good as hired!

Otherwise, we are still looking forward to hearing from you anyways!

Send your application and CV to info@solarpoweredgames.de

