

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

Working Student Games Programming



Your tasks:

- You will be implementing new game features from the areas of combat, crafting and procedural generation.
- You will help to identify and fix bugs and see that the framerate does not drop.
- You will be creating your own solutions in collaboration with the team to address game design requirements



Your profile:

- You are a student of games engineering, informatics or a similar subject
- You are familiar with object orientated programming
- You know your way around the version management system git
- You are able to communicate in English, as some team members are not German speaking
- Experience in games development much appreciated (hobby projects or Game Jams do count)



Working conditions:

- As a working student, you are able to work 20 hrs/week; either in our main office in Langenargen, or remotely from home, with a maximum of independence regarding your working hours. Salary is 15€/hr.
- We do not believe in crunch and there is no unpaid overtime in our company.



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

