

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

Games Programmer (Part Time)



Your tasks:

- You will be oversee implementation of new game features
- 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 have a degree in game engineering, informatics or a similar subject
- You have experience with object orientated programming
- You know your way around the version management system git
- You are fluent in English
- Experience in games development much appreciated



Working conditions:

- You will be working in our main office in Langenargen for 3 or 4 days a week
- We will take care that you have a maximum of flexibility regarding your working hours
- 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

