



Software Engineer (C++)

Company: Urban Games GmbH
www.urbangames.com
Start date: as per agreement
Employment: 100% or as per agreement

Urban Games is an independent and highly-successful video game development company focused on simulation and management games. Urban Games' third video game title, Transport Fever 2, was released with great success in late 2019 and enables the company to continue growing. Urban Games offers the current twenty employees the opportunity to work on unique video games in a creative work environment and career opportunities with competitive salaries. The company is based in Schaffhausen directly at the train station and can therefore be reached in just 36 minutes from Zurich.

A software engineer is part of the developer team and implements user stories, game features and engine technologies in close collaboration with product engineers.

Responsibilities:

- Implement user stories and gameplay features
- Improve existing game engine and implement new technologies
- Work with existing code base and develop new game code
- Develop tools and utilities for the content pipeline
- Establish an effective collaboration with product engineers
- Create accurate duration estimates and complete tasks as scheduled

Requirements:

- Master's degree in computer science or related field
- 3+ years of industry experience working as a software engineer
- Strong programming skills using C++ in large codebases
- Advanced analytical and problem-solving skills
- Ability to work well under pressure and handle multiple tasks
- German and English communication and writing skills (B2 at least)

Preferences:

- Professional game development experience
- Experience in project management
- Experience with graphics APIs
- Experience working with Lua
- Experience with concurrent programming/multi-threading
- Experience with cross-platform development

Please send your application to info@urbangames.com