

We are seeking a

# Build Engineer (m/f)

**Location:**  
Munich

**Starting:**  
Immediately

**Employment:**  
Fulltime

We may be a small company, but we make big games! At Chimera Entertainment we are passionate about creating high quality, fun and engaging games for our players. Our team consists of easy-going, enthusiastic and result driven individuals, who all work towards the same goal: making a great product. We believe in team work and not in unnecessary bureaucracy. We're experienced, fun-focused professionals, with a strong work ethic and an endless passion for games. If these are values you share, then you might be just the person we are looking for!

**The kind of stuff you'll be doing:**

- Creating and maintaining a highly efficient automated cross platform build infrastructure for game development needs
- Steady optimization of the daily game developers' work and workflows through automation components

**Who we're looking for:**

- You have hands-on experience with continuous integration systems like Jenkins/Hudson or similar
- You work with different scripting or programming languages like Python or Bash
- You know about internet technologies and standard networking tools
- You know about Linux/Unix shell environments and Linux/Unix standard shell tools
- Using Windows, Linux and Mac OS X operating systems is no problem for you
- You know about build environments and build tool chains for iOS/Xcode, Android, Windows/Visual Studio
- You work self-directed and reliably
- You have good communication skills within small team structures (German/English)
- You are high motivation and flexible
- You are passionate about video games and game development
- You have great communication skills in English both verbally and in writing

**Nice to have:**

- Knowledge of VCS like SVN and GIT
- Interest in new cutting edge technology like (virtual) server provisioning, Linux containers etc.
- Ability to identify optimization potential which others might not see through observation of the developer's daily work and workflows
- Familiarity with programming languages like C#/Java

**If you are interested, send your complete application including CV, photo and cover letter to Ms. Ina Hoffman:**

**[jobs@chimera-entertainment.de](mailto:jobs@chimera-entertainment.de)**



# CHIMERA

Entertainment

We are a creative and independent development studio for digital entertainment software in the heart of the beautiful city of Munich. Our company was founded in 2006 with the support of the production house remote control productions GmbH. In addition to developing our own IPs, we implement work for hire, from conception to completion. Gameplay and creative imagination are always in the foreground, and we promote team-work and talent. In terms of development and marketing of our high-class games, and thanks to our 8-year expertise in the field of mobile gaming and cross-platform-development as well as our award-winning portfolio of top titles such as "Angry Birds Epic", we are one of the Germany's leading game developers. And with you as a potential member of our ambitious over 35-strong team we want to expand our success within the coolest industry in the world.