

We are seeking a

Senior Console Programmer (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:

- Porting and developing a next generation console title of a renowned brand
- Guiding and supporting other developers in programming for the PlayStation platform
- Overseeing all in-house PlayStation related development needs

Who we're looking for:

- You have hands-on experience in developing for the PS3 or PS4 platform
- You know about PlayStation SDK Tools for development and debugging
- You are experienced in working with the necessary SDK infrastructure for PlayStation development
- You can work with C#
- You have great communication skills in English both verbally and in writing
- You work self-directed and reliably
- You have excellent communication skills within small team structures (German/English)
- You are highly motivated and flexible
- You are passionate about video games and game development

Nice to have:

- Be familiar with the Sony PlayStation Network Requirements (TRCs) and specialties of the PlayStation platform
- Experience in Unity3D
- Knowledge of build- and tool pipelines
- Shipped at least one PlayStation title

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

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.