

We are seeking a

# QA Tester Intern (m/f)

**Location:**  
Munich

**Starting:**  
01.05.2015

**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:**

- Perform scripted, ad hoc and regression testing
- Provide gameplay and technical feedback
- Identify, classify and report bugs in Jira/Mantis
- Verify bug fixes and monitor active issues
- Test games in an agile environment

**Who we're looking for:**

- You have a passion for games and game testing
- You are highly motivated, flexible and a team worker
- You have the ability to work self-directed and reliably
- You have sound analytical skills
- You have worked on or played games on the following platforms:
  - ◆ Mobile devices (iOS, Android or WP8)
  - ◆ Consoles
  - ◆ PC
- You have strong communication and documentation skills
- You have a good command of English and German, both written and spoken

**Nice to have:**

- Previous experience working in the software/game development industry
- Working experience with issue trackers (e.g. Jira), MS Office and Wikis
- Knowledge of QA methodology

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.