

We are seeking a

# Cloud Engineer/ DevOp (m/w)

**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:**

- Planning, creating and maintaining cloud based game server environments
- Steadily optimizing the cloud server environment to guarantee stability and performance

**Who we're looking for:**

- You have hands-on experience in developing on, administering and monitoring Cloud Platforms like AWS or Azure
- You know how to let cloud servers scale automatically according to their load
- You know how to set up load balanced and fail safe web services
- You know about Docker and "Container as a Service" platforms
- You have experience with database systems, whether they be relational or document based
- You have a fast comprehension for newly introduced services and functionalities by the cloud platform companies
- You work self-directed and reliably
- You're eager to learn new technologies and you keep yourself up to date
- You have great communication skills in English both verbally and in writing
- You have excellent communication skills within small team structures (German or English)
- You are high motivated and flexible
- You are passionate about video games and game development

**Nice to have:**

- Good understanding of programming languages like Java, Python or Go etc.
- You can install and configure common web servers like Apache or nginx by heart

**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.