

We are seeking a

# Server Backend Developer (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!

## Who we're looking for:

- You have excellent knowledge of:
  - Backend programming in Java and/or C#/.Net
  - Web interfaces and external linking APIs
  - Relational and/or NoSql-databases
  - Software and database architecture
  - Unit testing and integration testing
- You have the ability to work self-directed and reliably
- You have excellent communication skills within small team structures (German/English)
- You are highly motivated, flexible and a team player
- You love playing mobile, browser games and video games and are interested in their development
- You have great communication skills in English both verbally and in writing

## Nice to have:

- Have good knowledge of:
  - Java 1.7, Tomcat 7, Jersey or C#/.NET, IIS, WCF, ServiceStack
  - MySQL or other relational databases
  - MongoDB, Redis, CouchDB or other NoSql-databases
- Be able to manage Windows 2008 R2 Servers or Ubuntu/Debian-Linux
- Know how to set up Apache Tomcat 7, IIS 7.5 or other web-server-systems
- Know about the field of frontend e.g. with Javascript/CSS/HTML

**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.