We are working on amazing games and we need a Junior Software Engineer for one of our small and independent game teams. You will be working with a team of experienced engineers in building large-scale backend systems that are the backbone of our games.

High-scalability/cloud/performance enthusiast? This is your time to shine!

WHAT YOU'LL DO:
- Write high quality/performance code that runs on our cloud infrastructure
- Create new features for live games, together with game designers and artists
- Solve tough multiplayer problems
- Create prototypes and proof-of-concept gameplay
- Act as an Owner for parts of the game codebase
- Proactively identify production bottlenecks and help to formulate solutions
- Offer a fresh perspective and question why things are done a certain way

WHAT WE'RE LOOKING FOR:
- A genuine passion for games and game making, not just software development
- Fast (and lifelong) learner
- Capacity to dream big and execute with pragmatism
- Ability to communicate well with both technical and non-technical peers
- T-shaped mindset
- Team player

BONUS EXPERIENCES:
- Familiarity with Linux/shell

WHY YOU'LL LOVE WORKING HERE:
Being fiercely independent and profitable enables us to take excellent care of the people we hire, including:
- Competitive compensation, perks, and benefits: unlimited vacation days, best-in-class learning and development opportunities, premium private medical insurance, Nordeus provided breakfast, lunch, snacks, and beverages
- State-of-the-art workspace
- Chance to work with a team of experienced engineers: we've got over 170 employees from 22 countries
- Access to the latest tools and technology as well as a chance to work with a world-class development team

Interested? Apply here: **https://bit.ly/2m2riKX**