

OSMOTIC STUDIOS IS LOOKING FOR A

PROGRAMMER

(m|f|d)

WHAT, WHERE & WHEN

- full-time permanent capacity with a six-month trial period
- on-site in Hamburg, Germany, no remote
- earliest start in August 2019
- this vacancy has no ending date and will remain open until we find a perfect match

ABOUT US

Osmotic Studios is an award-winning independent game development company based in Hamburg, Germany. Always striving to test out new ways to convey a convincing narrative, the company focusses on story-centric games with socially relevant and meaningful topics at their hearts.

We're best known for our debut game Orwell, released in 2016, putting players in the shoes of a government agent in the eponymous surveillance program, tasked with spying on suspect persons by going through their online documents and files, listening in on their chats and phone calls. Orwell has received widespread critical acclaim and recognition from The Game Awards, the Independent Games Festival, and SXSW Gaming.

We're currently working on a mobile port including localizations of our Orwell games as well as an entirely new and unannounced game.

HERE'S WHERE YOU COME IN

You will work with us in bringing our existing games to more devices from a technical perspective. Furthermore, you'll shape our newest game from scratch: Help design quick prototypes as well as the technical architecture and foundation of our next game, create tools for designing, scripting, and importing, and implement the game mechanics and other features. Since we're a small team, we absolutely value your input regarding all aspects of our games.

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TO BE CONSIDERED FOR THIS POSITION, YOU SHOULD

- have worked on and shipped at least one commercially released game in a programming capacity or have at least three years of professional game programming experience,
- have a computer science or media informatics university degree, or comparable education,
- have strong communication skills to work closely with artists and designers,
- have considerable knowledge in the Unity engine as well as C#,
- know your way around versioning / repository software,
- be self-organized, team-oriented, and highly reliable, and
- have good English language skills, both in writing and spoken.

YOU'RE AN EVEN BETTER FIT IF YOU ALSO

- have experience developing games for mobile or console platforms or porting to those, and
- have good German language skills, both in writing and spoken.

Please send your application including cover letter, CV, references or a portfolio, and your salary expectation to info@osmoticstudios.com. Looking forward to hearing from you!