

GAME PROGRAMMER

JOB DESCRIPTION

- **Developing AAA survival game in Unreal Engine 5 for PC and the latest game consoles**
- Build and maintain well-engineered **C++** code with high levels of stability and performance
- Design and implement features **AI, networking** and optimization
- Solve interesting problems, from designing and building new systems from scratch to optimizing features to be both performant but scriptable
- Daily collaboration with all team

REQUIREMENTS

- 5+ years of professional experience with C++ (at least 3 years of C++ game programming)
- Middle or senior level
- Good debugging skills
- Comfortable communicating with English.
- Nice to have passion for video games

WE OFFER

- 3.000 – 7.000 EUR per month
- flexible work hours
- contract cooperation (work from home)
- friendly environment without corporate approach
- cooperation with game veterans involved in all areas of development
- the possibility of expanding knowledge and qualifications in the field of gaming

**SEND US YOUR CV AND PORTFOLIO TO:
JOBS@BATFIELDS.COM**

**WE'RE
HIRING!**