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## Build Engineer - Frankfurt

### Description

Foundry 42 in Frankfurt, Germany is looking for a talented Build Engineer to join our team.

The build engineer will work in conjunction with our software teams who develop in C++ for deployment internally and on to cloud environments. As a build engineer, you should have strong Linux/Unix systems knowledge, be fluent with Python, have experience with CMake, as well as familiarity with other build and continuous integration systems used in large software projects.

#### Skills

- Developing tools to help automate build release processes.
- Able to use test and behavior driven development as tools to build quality software.
- Strong communication and ability to operate on a team.
- Good understanding of UNIX, Linux and Windows platforms.
- Ability to participate in on-call/pager rotation as necessary.

#### Languages

- Python
- Shell scripting (\*nix and Windows)

#### Specific Technologies

- Perforce and Github
- Continuous integration products such as Jenkins and BuildBot
- Chef or other configuration management tools
- Google Compute Engine, Amazon Web Services and other cloud providers

Primary Job Duty: Tools / API

Secondary Job Duties: GAME ENGINE

Other Job Duties: Math / Physics / Algorithms

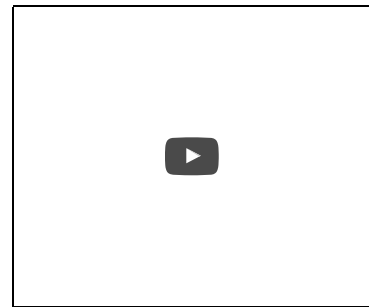
Primary Software: Unix, Linux

Secondary Software: Python, CMake

Other Software: Windows

Salary: DOE

Relocation: Yes



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