

	<b>tobspr Games</b>
	Aachen - Germany <a href="#">View all jobs at this company »</a>

## Senior Unity/C# Developer

### Description

#### About tobspr Games:

Come work on our factory and automation game Shapez 2 and future projects!

We are a full remote team consisting of 7 people located in Germany and Brazil. We are an experienced indie studio with high quality standards, flexible work approach, and responsibility about our work. We share a passion for video games and everyone influences the games overall direction.

#### Your Position

- Work on gameplay features, architecture, user interface, simulation and more
- Work closely with game design to prototype & realize new features
- Fix bugs, profile and improve the performance of the game

#### What we are looking for

- You are passionate about coding
- You are enthusiastic and interested in the games we develop
- You want to work with, not for someone
- You are motivated to deliver high-quality work

#### Hard Requirements

- You are located in Germany (due to government funding)
- Proficient in English
- At least 3 years of professional experience in Unity & C#

#### Additional Technical Details

Our game has high performance requirements and thus we don't use the typical Unity workflow. We avoid MonoBehaviours where possible, perform all the rendering manually and use Burst for performance critical parts. If that sounds fun to you, you are in the right place!

#### What we offer

- Experienced & highly dedicated team
- Community driven development
- A large community of >100.000 players looking forward to your work
- Full remote
- Very flexible working hours
- No overtime required

#### How we work right now

- We deliver results we are proud of
- We continuously discuss and adjust how we work together
- We value our players
- We express our opinion and listen to what others have to say
- We help each other with a smile

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**Primary Job Duty:** Gameplay / Logic / FX, Scripting / Programming

**Secondary Job Duties:** Math / Physics / Algorithms, Multithreaded Programming, OOD / OOP

**Other Job Duties:** Realtime Programming, Shader Writer / Creation, UI / Front End / HUD, Tools / API

**Primary Software:** C#, Unity

**Salary:** DOE

**Project:** shapez 2 / future projects

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