

Software Engineer / Game Developer

Urban Games is an independent video game developer established in 2013. Still a start-up, the company was founded by two ETH alumni. Our debut title "Train Fever", a railroad-focused tycoon game for PC, was followed by the recently released "Transport Fever". Enjoying considerable success, we are constantly expanding our team.

We are looking for a software engineer to start as per agreement. This responsible position is targeted to a motivated applicant wanting to play a central role in the company's future.

Responsibilities:

- Implement and enhance gameplay features
- Develop tools and utilities for the content pipeline
- Improve existing game engine and implement new technologies
- Work with existing code base and develop new game code
- Team up with a product manager and realize usability improvements
- Create accurate duration estimates and complete tasks as scheduled
- Optimize game code and debug

Requirements:

- Bachelor's degree in computer science or related field
- Excellent programming skills (C++)
- Excellent math skills
- Creativity and problem-solving skills
- Experience in game or game engine development
- Ability to work well under pressure, and handle multiple tasks
- Remain focused, motivated and effective on all tasks through to completion
- English communication and writing skills
- Willing to work in Schaffhausen, Switzerland

Preferences:

- Master's degree in computer science or related field
- Professional game development experience
- Worked on shipped products on either PC or console
- Experience with OpenGL and GLSL
- Experience with multiplatform development (Windows, Mac, Linux)
- Experience with concurrent programming/multithreading
- Experience working with Lua
- Experience with network programming
- Experience with Steamworks

Please send your application to info@transportfever.com.