

Graduate Full Stack Devs - Bristol

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GameBench was founded in 2013 with the aim of developing cutting edge performance analysis tools for Android and iOS apps and games. Over the last two years, our tools have been licensed by a number of handset makers and mobile gaming studios around the world and we have now become the industry standard tool for mobile gaming performance. We are now looking to expand our tool suite to support Enterprise apps (Banking/E-commerce etc) and as a result we will be entering a new phase of research and product development. Some of the things you can look forward to doing are,

- Research on new methods to capture U/X for apps
- Develop new features for our cloud backend API
- Work on new features in our web front end
- Work on improving our Android and Desktop Apps
- Attend and present at top gaming/app dev conferences
- Challenge yourself with a problem you haven't solved before
- Work with a client in their office solving a real problem

Education

Degree in Electronics or Computer Science from a top tier university. Other disciplines will also be considered.

Essential Skills

Passion and a can-do attitude are the most important things we are looking at in a successful candidate. Some of the following skills would be a great ingredient to mix with your passion!

- Ability to program in C, C++ or Java
- Good understanding of operating system concepts
- Ability to work independently to solve a problem

Note: The candidate should have authorization to live and work in the UK

Package

- Competitive salary
- Equity
- Option to work from home
- Flexible hours



Most importantly, Gamebench provides you an opportunity to be part of small team that is still growing and work with some of the smartest in the industry. We value the opinion of every member in our team and could soon be providing us with strategic directions for the company.

Please send us your latest resume (and a cover letter) if you would like to apply for the job.