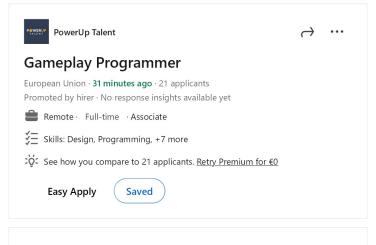


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About the job

We are working with an innovative gaming studio crafting a groundbreaking crossplatform multiplayer experience where music powers the world. After securing major funding in 2024, the team is growing, and you could be part of it...

We are looking for someone who loves to bring gameplay ideas to life and excel at fast prototyping. Technically, you will contribute to the client side of the game hand in hand with their online team. Your mission will be to craft short, highly replayable gameplay moments that players will love in the game. You love challenges, craft features quickly, you are open-minded and team-oriented, and are ready to engage in an ambitious project.

Required skills & knowledge

- C++/Blueprints programming
- Understanding of the Unreal Engine's GamePlay Framework
- Ability to prototype quickly
- Basic Game Design skills (Game feel + 3C's)
- Good Maths skills (Linear Algebra/Trigonometry/Calculus)
- Good Physics skills (Basic Mechanics)
- You collaborate easily, love to learn and are passionate about games that bring joy to the players!
- You have a modder mindset.

Experience

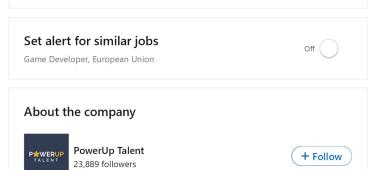
You have prototyped games before and love to tinker with gameplay experiences

A huge plus

- You have shipped games we can play or view on a portfolio
- Basics of Networking in Unreal Engine
- You have a good artistic sense
- You are a musician... or at least enjoy music.

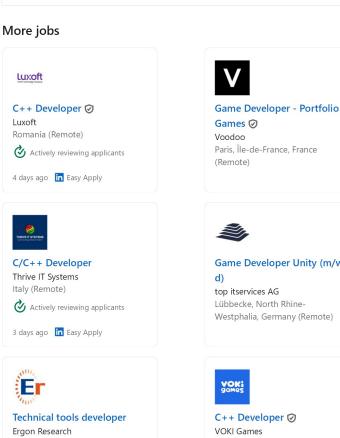
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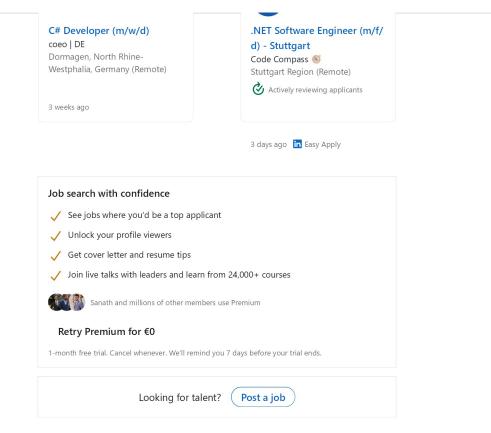








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