**From critically acclaimed The Longest Journey to the very first sci-fi MMO Anarchy Online, to the brutal trials of Conan Exiles, our 28-year history has set our players uniquely up for a journey to the harsh world of Dune, where the continual battle for survival and spice will bring a challenge that is Legendary.**

The Funcom team consists of over 250 people located in 5 studios - Norway, the US, Portugal, Sweden, a newly opened Romania studio - plus an additional UI/UX hub in the UK. As part of Funcom’s ongoing growth, and completing a successful turnaround, Funcom is now backed by Tencent, the largest online gaming company in the world!

Our team in Lisbon is now looking for a **Gameplay Programmer** to work on a **new open-world multiplayer survival game using the Dune IP from Legendary Entertainment**!

**Your Mission in Funcom**

As a gameplay programmer at Funcom, you will be able to work with a team of highly skilled programmers in an interesting and challenging PC/console project using Unreal Engine. This is a large-scale multiplayer sandbox game in a persistent world with a wide variety of features.

Working in Funcom’s programming teams offers interesting challenges such as the opportunity to work with data-oriented programming (ECS) and shared simulation across multiple game servers.

As a part of the gameplay programming team, you will collaborate with designers, animators, UI/UX and artists in multidisciplinary strike teams working towards completing a set of features. You will be expected to solve challenges and contribute to delivering high-quality features within the established milestones.

**We are looking for someone that has:**

* 2+ years of professional experience as a game programmer
* Excellent C++ skills
* A bachelor’s degree or equivalent in computer science or equivalent experience
* Experience working in PC or console games
* Preferably, experience with client-server gameplay logic
* Experience working with Unreal Engine 4 is a plus, but not a requirement
* Fluency in English

We evaluate candidates on an ongoing basis and recommend candidates to apply as soon as possible!

Please apply in English.

**Why Funcom?**

We are a Scandinavian company and follow **Scandinavian work values**. For you, that means a flat structure in which you can thrive, be yourself, and leave a mark in the studio and become an ambassador for our company values. We focus on Agile/Scrum methodology, and heavily value the importance of work-life balance in employee culture. Funcom values close-knit, collaborative individuals who crave creative ownership, a drive for constructive input, and a never-ending pursuit of evolution and quality.

**Funcom ZPX is a full-range development studio situated in Lisbon**, the sunny capital of Portugal, in an area with famous cafés and sights near the river. The Lisbon team consists of roughly 45 people from more than 10 nationalities.

Funcom ZPX offers challenging and interesting work, flexible schedules, relocation assistance, health insurance, meal allowance, gym discounts, social events, and a long list of other benefits. **Even more: working at Funcom means being part of a family, with skilled and professional colleagues that share a passion for games.**

We have a diverse, dynamic, inclusive, challenging and engaging culture, with a basis of continued training and career development opportunities, and we encourage candidates from all walks of life to apply. **Come join us in a friendly environment of enthusiastic** **professionals willing to go the extra mile to deliver world-class games.**

Department

[Engineering](https://jobs.funcom.com/departments/engineering)

Locations

[Funcom ZPX (Lisbon, Portugal)](https://jobs.funcom.com/locations/funcom-zpx-lisbon-portugal)

Remote status

Hybrid