Stellenangebot vom 09.11.2026

Mission Programmer

Fachrichtung:	Game Designer / Level Designer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	01.01.2027
Gehalt:	3000 EUR
PLZ / Ort:	41363 Jüchen
Land:	Deutschland

Firmendaten

Firma:	**42 Bits Entertainment UG (haftungsbeschränkt) & Co. KG**
Straße & Hausnummer:	Bedburdycker Straße 42
PLZ / Ort:	41363 Jüchen

Ansprechpartner

Name:	Christoph Schulze
Position:	CEO
Straße & Hausnummer:	Bedburdycker Straße 42
PLZ / Ort:	41363 Jüchen
E-Mail:	jobs@42bits-entertainment.com

Job-Beschreibung

42 Bits Entertainment is seeking a talented Mission Programmer for the development of their god game Fata Deum.

As a Mission Programmer you have great passion for games and its development, too.

You are experienced in the use of game engine toolsets such as Unity.

You will have a strong responsibility on various development steps related to our core software.

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D-20457 Hamburg

Your Responsibilities

- Create amazing missions and gameplay logic to improve the overall quality of the game
- Maintain and extend the Fata Deum code (C#) with support of AI with focus on Missions, but also for other areas like AI, Controls, etc.
- Integrate, maintain and modify Unity code assets
- Test and eliminate bugs
- Conceptualize, prototype, code, test and integrate your own missions and game logic
- Collaborate with the team to create engaging gameplay scenarios
- Contribute to the overall game wherever you like

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Your Profile

- Enthusiastic gamer with a passion for game development
- Experienced in working with game engine toolsets (best: Unity)
- Ability to work well independently and within a team
- Minimum 3 years game programming experience with a strong portfolio
- Experienced with AI coding agents
- Experienced with mission programming is a plus
- Experienced with C# is a plus
- Willing to relocate to the area around Jüchen, Germany
- EU citizen or a valid working permit for Germany is required

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Why 42 Bits Entertainment?

Make an Impact

You take responsibility of key aspects of our god game Fata Deum.

Instead of being just a small wheel in a big company each of your decision matters!

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Growth Opporturnities

Becoming a part of a small but growing indie developer provides great career opportunities.

Become part of the core team, learn from experienced game developers and grow with us!

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Become Indie

You work in a small indie developer company with an open feedback culture.

Flat hierarchy, fast decisions, fast iterations, no politics: just pure game development!

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Work-Life Balance

We offer flexible working hours and an inspiring and ergonomic work environment.

In addition, livelihood is inexpensive around Jüchen, while nearby cities like Düsseldorf, Cologne, Neuss and Mönchengladbach have a lot to offer in your free time.

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Dogs!

We are a dog-friendly company! Wuff!