

Joboffer dated from 11/15/2024

Mobile Rendering Engineer (f/m/d)

Field: Programmer: Game Developer
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: 97232 Giebelstadt
Country: Germany

Company data

Company: **www.handy-games.com GmbH**
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt



Contact Person

Name: Nicole Murrmann
Position: Senior Manager HR
Street address: i_Park Klingholz 13
Zip Code / Place: 97232 Giebelstadt
E-mail: nicole.murrmann@handy-games.com



Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

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Are you looking for a challenging job in an attractive work environment in the gaming industry? Want to use your problem-solving skills and analytical-logical talent to make PC and console gaming accessible to an even larger group of people around the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers and publishers! We are looking for a **Mobile Rendering Engineer (f/m/d)** for our headquarters in Giebelstadt/Germany (on-site only).

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JOB DESCRIPTION

We are now looking for a Mobile Rendering Engineer (f/m/d) with technical know-how for our growing portfolio of high-quality mobile games.

Work closely with our art, design, and programming teams to take mobile gaming to the next level.

Within the game project, you will mainly work with the following programs:

- Unity
- Unreal Engine
- Custom engines

Join us and help bring console-quality games to mobile platforms.

YOUR TASKS

- Analyze and optimize PC and console games for mobile platforms
- Optimize shaders, textures, render passes, and rendering features to improve the quality and performance of game assets
- Evaluate potential projects for technical feasibility
- Create and enhance tools for benchmarking, analysis, and optimization

WHAT ARE WE LOOKING FOR

- You have experience with Unity and/or Unreal Engine and/or other game engines
- Confidence in working with Android/iOS is an advantage
- You know the specifics and limitations of mobile GPUs or are interested in learning about them
- You are familiar with graphics APIs like Vulkan, Metal, or OpenGL
- You have technical know-how in shader programming (HLSL/GLSL or similar)
- You are not afraid of low-level details of a (hardware) platform
- You already know essential debugging/profiling tools like RenderDoc, Unity Profiler, Unreal Insights, Snapdragon Profiler, or Arm Mobile Studio
- You can familiarize yourself quickly and well with new projects and situations
- Your self-motivation and sense of responsibility are convincing; you display a clean way

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of working and want to grow with us

- Industry experience in game development is a plus
- You have an excellent command of written and spoken English

HANDYGAMES™ OFFERS YOU

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

- Team restaurant
- In-house gym
- EV charging station
- Company apartment on request
- Parcel service

We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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