

Joboffer dated from 07/01/2025

## Internship as Software Engineer (f/m/d)

|                     |                              |
|---------------------|------------------------------|
| Field:              | Programmer: Mobile Developer |
| Type of employment: | Full-time                    |
| Entry date:         | 10/01/2025                   |
| Zip Code / Place:   | 97232 Giebelstadt            |
| Country:            | Germany                      |

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### Company data

|                   |                                 |
|-------------------|---------------------------------|
| Company:          | <b>www.handy-games.com GmbH</b> |
| Street adress:    | i_Park Klingholz 13             |
| Zip Code / Place: | 97232 Giebelstadt               |



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### Contact Person

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



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### Job description

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



You're studying games engineering and are interested in pursuing a career in the games industry? HandyGames™ offers students the opportunity to become part of our team for one semester as part of a mandatory internship. You will have the chance to learn from experienced professionals while contributing to the successful development of our latest games!

You're looking for an on-site internship - starting in October 2025 - where you can fully

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explore your passion for games? Then you've come to the right place!



## **JOB DESCRIPTION**



As a member of one of our Scrum teams, you will not only contribute to the code implementation of our game ideas but also work as part of an interdisciplinary team of developers, artists, and designers to optimize performance, port to different platforms, and ensure the highest game quality. Within the game project, you will mainly work with the following programs:

- C# / C++
- Unity
- Unreal Engine
- Custom Engines



## **WHAT WE ARE LOOKING FOR**

- You are passionate about games and want to deepen your knowledge of game development
- You are familiar with the relevant technologies and operating systems (iOS, Android)
- Ideally, you have already gained practical experience in 2D/3D graphics and animations
- You can quickly familiarize yourself with new projects and situations
- Your self-motivation is convincing, and you have a strong sense of responsibility and a clean and team-oriented way of working
- You have a very good command of written and spoken English



## **HANDYGAMES™ OFFERS YOU**

- 40-hour week
- Flexible working hours
- 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 acceptance service

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We process your personal data in accordance with our Privacy Policy for Applicants Privacy Policy <https://www.handy-games.com/en/privacy-policy-jobs/>



Please refrain from sending us compressed files (ZIP/RAR/etc.), Word/Excel files (doc, docx, xlsx), or links. We accept PDF files only. Thank you.

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