Joboffer dated from 11/26/2025

## Godot RTS Game Developer

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|---|---|
| Field: | Programmer: Game Developer |
| Type of employment: | Full-time |
| Entry date: | immediately |
| Zip Code / Place: | 22049 Hamburg |
| Country: | Germany |

## Company data

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|---|---|
| Company: | **Edin Games** |
| Street adress: | Lesserstr 67 |
| Zip Code / Place: | 22049 Hamburg |
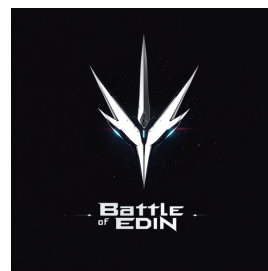
## Contact Person

| | |
|---|---|
| Name: | Franjo Diestel |
| Position: | |
| Street adress: | Lesserstr 67 |
| Zip Code / Place: | 22049 Hamburg |
| E-mail: | battleofedin@gmail.com |

## Job description

**About the Project:**
Battle of Edin is an upcoming real-time strategy game with base-building, unit production, resource systems, and tactical combat. The game is developed in Godot 4.

**Your Responsibilities:**

- Implement RTS gameplay systems (units, pathfinding, AI, combat, buildings, production).
- Build UI systems (HUD, unit selection, minimap, hotkeys).
- Optimize performance for PC and mobile targets.
- Work closely with our designers and artists to integrate assets and mechanics.

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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

## Requirements:

- Strong experience with Godot 4 (GDScript or C#).
- Knowledge of RTS mechanics: pathfinding, unit logic, formation movement, selection boxes, isometric camera.
- Experience with 2D or 2.5D game development.
- Good problem-solving skills and ability to be self-driven.

## Nice to Have:

- Experience shipping a game in Godot.
- Networking knowledge for multiplayer (optional).

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**Location:** Remote or On-site (Germany)
**Employment Type:** Full-time

## How to Apply:
Please send your portfolio + CV to: battleofedin@gmail.com