



Game Development

## GAME SERVER ENGINEER

We are looking for a kick ass Game Server Engineer to join our small crew, who shares our passion about making games.

You will be involved in whole game development life-cycle; Design, Develop, Test, Release and Maintenance. You will be using core Java to develop the back-end logic based on mathematical models of the games that we dream up together.

All applicants must be eligible to work in the EU.

### Responsibilities:

- Develop and own the back-end of our games
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- Build reusable code and libraries for future use
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- Optimize game and framework for speed, maintainability, robustness and quality
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- Analyzing and solving development and production problems
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- Collaborate with other team members and stakeholders

### Skills and Qualifications:

- 5+ years professional Java development
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- Professional experience working on large scale systems
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- Professional experience with Maven
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- Professional experience with build tools
- 
- Professional experience with Unit Testing
- 
- Professional Experience with versioning tools, such as Git
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- Fluent in English

### We value:

- Professional C# and .NET development

Contact us: [hello@justforthewin.com](mailto:hello@justforthewin.com)



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- Hands-on experience in game development
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- Knowledge in building robust and secure server code
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- Understanding of the entire build and release chain, from code to final product
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- Experience in automation techniques and tools
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- University degree in Computer Science or similar
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- Being a decent human being or cyborg

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