



Graphics Programmer (f/m)

(UNANNOUNCED PARTNERSHIP)

Location: Graz

As Graphics Programmer you will join an international team of veterans and young talents focused on a single mission: delivering highly quality and innovative games.

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Your responsibilities

In your new role you will:

- › Work with CPU and GPU memory and frametime budgets to create stunning scenes of open world environments viewed from all altitudes
- › Trigger and maintain content generator technologies in a non blocking way

Your profile

- › You have experience with graphics programming in a modern game engine
- › You are proficient in C++ and shader languages
- › You write clear, maintainable, portable code

Ideally you have experience with one or some of the following: multi-processor architectures, procedural geometry and/or texture generation, experience with DirectX 11 and console proprietary API, compute shaders, or multi-threaded rendering

Our offer

- › A **fun and stable** working environment within an **agile** and dynamic studio
- › A culture of **empowerment** driven by a can-do attitude
- › A **competitive salary, multiple benefits** and support with moving to Graz
- › Living in one of the Top #5 cities with **highest life quality** in Europe, a jump away from the Alps and the Mediterranean Sea

About us

Based in Graz, Austria, Bongfish was founded in 2006 with the simple goal to craft incredible games that combine state-of-the-art technology with deep gameplay.

Our games, including the acclaimed Stoked series of snowboarding titles and unique racing/shooter hybrid Calibre 10 series, have won millions of fans around the globe. We bring a high-tech approach to game development and have more than 10 years of experience working with some of the top game publishers in the industry on console, mobile and PC platforms.

Recently we announced a partnership with Wargaming to work on the future of World of Tanks and also acquired the Smurfs Village franchise for mobile devices. The studio has grown to 60 people and is proud of balancing innovation and execution.

In accordance with the Austrian collective agreement for IT industry, the minimum salary for this position of 31.822 EUR p.a. The effective salary depends on qualification and experience and may be significantly higher.

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