



TECHNICAL ARTIST (WARGAMING PARTNERSHIP)

Location: Graz

As Technical Artist, you will join a team of motivated programmers to contribute to new epic content for World of Tanks, the PC MMO title played by millions

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Your responsibilities

In your new role you will:

- › Build and maintain automated & efficient pipelines
- › Work with engineering to develop new technologies
- › Collaborate with content creators to maximize available technology

Establish memory and performance budgets

Oversee and implement optimization of levels, manage memory and frame rate

Our offer

- › A **fun and stable** working environment in an **agile** and dynamic studio
- › A culture of **empowerment** driven by a can-do attitude
- › A **competitive salary** & relocation support
- › Living in one of the Top #5 cities with **highest life quality** in Europe, between 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 33.502 EUR p.a. The effective salary depends on qualification and experience and may be significantly higher.

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