



Gameplay Programmer (WARGAMING PARTNERSHIP)

Location: Graz

In this position 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:

- › Work on the **client/server components** of a client-server game in Python/C++
- › Process server data and create logic for later client/UI visualization
- › Write **unit tests** and collaborate with QA to maintain high quality standards
- › Work on **tools** to speed up the development process for UI

Create technical documentation of your work

Your profile

- › You have strong **C++** and **Python** programming skills, & knowledge in **mathematics**
- › You are a good **debugger** and problem solver
- › You have a basic understanding of **performance** bottlenecks
- › You have the ability to adapt to and work with a **large codebase**
- › You are proficient in **English**
- › You are passionate about **video games**

Ideally you gathered experience with automated code QA systems and / or UI programming

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 75 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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