Software Developer
(UNANNOUNCED PARTNERSHIP)
Location: Graz

As Developer, you will work with a team of passionate developers. Your mission? Help us developing a SDK for synthesizing realistic game scenery based on real-world data for an AAA game.

❯ Apply now!

Your responsibilities

In your new role you will:

❯ Work closely with developers, suggesting and implementing new technologies to improve the actual architecture

❯ Create web interfaces to interact with our server backends and deep-learning tools

❯ Design and implement scaleable algorithms that aim to close the gap between simulation and reality

Your profile

❯ Strong C++ or Python programming skills

❯ Experience with Javascript or any language that transcompiles to Javascript (i.e. Typescript)

❯ Experience with cloud computing platforms and automated software testing is a plus.

❯ Excellent communication and interpersonal skills

❯ A problem solver with a keen eye for detail

❯ Self-motivated to keep projects moving towards completion.

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.

❯ Apply now!