

# ABOUT FLYING SHEEP STUDIOS



## We craft truly frictionless games.

Flying Sheep Studios is an independent games company of 15 people with great ambitions that has already shipped over 200 games. We have developed the tools to create the best-looking games specifically for mobile browsers and instant messengers and we strive to become a leader in these markets. We do work-for-hire, developing games for awesome brands, as well as creating our very own games and IPs.

Even though we have an office located in Cologne, right in front of the Gamescom location, our team may work remotely from anywhere in Germany.

We have built our company culture based on the following beliefs:

**Diversity** is the key to more creativity and better problem solving. Our team is currently composed of people of 4 nationalities and over one third female team members. Our company language is English.

If we **enjoy ourselves** while making our games, this will translate into more fun games for our players. So we make sure to keep a harmonic atmosphere, and have regular voluntary team events (LAN parties, board game nights, karaoke etc...)

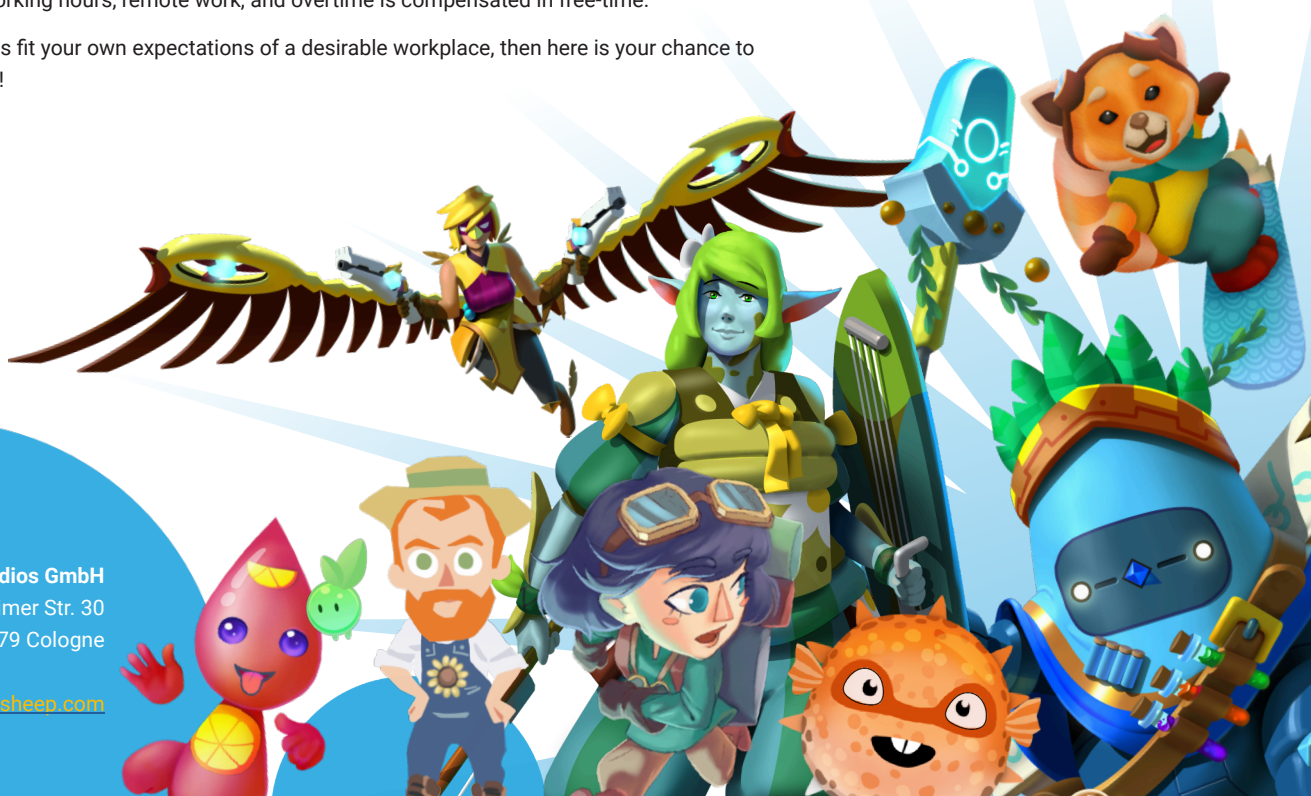
**Structured processes** enable us to deliver games without unnecessary stress. We are never satisfied with the status quo, therefore we use every opportunity to learn and improve our skills and processes, to enable us to meet all deadlines without having to crunch. This is important for our last point because...

... we believe that a **healthy work-life balance** is essential for an enjoyable work environment. Not only have we been able to avoid crunch completely during the 10 years of our existence. We also offer flexible working hours, remote work, and overtime is compensated in free-time.

If these values fit your own expectations of a desirable workplace, then here is your chance to join our team!

Flying Sheep Studios GmbH  
Deutz-Mülheimer Str. 30  
50679 Cologne

[flying-sheep.com](http://flying-sheep.com)



# Job Offer

## Web Game Developer

Full-time, m/f/d, Cologne or remote within Germany



### TASKS

- Development of cutting edge WebGL games for desktop and mobile devices using JavaScript
- Work independently in cooperation with graphics and game designers
- Work on long-term, ambitious projects
- Contract work for established brands from the entertainment sector

### YOUR PROFILE

- Extensive experience working with JavaScript
- Fluent in written and spoken English
- Degree in informatics/software development or equivalent experience
- Game enthusiast

### IT WOULD BE OF ADVANTAGE IF YOU HAVE EXPERIENCE WITH

- JavaScript game development (ideally three.js and/or Phaser))
- Live operations of a web or mobile game
- Go
- OpenGL/WebGL/GLSL
- Scalable database systems (SQL or NoSQL)
- JavaScript Build systems (webpack)
- Knowledge of HTML/CSS
- Git or other version control systems

### WE OFFER YOU

- Work from our Cologne office or remotely in Germany
- Very flexible working hours
- Work with cutting edge web and blockchain technologies
- Grow together with an ambitious game studio

### INTERESTED?

If you want to join us, send your application documents, portfolio, possible start date and desired salary to Marta at [jobs@flying-sheep.com](mailto:jobs@flying-sheep.com)

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