

ABOUT FLYING SHEEP STUDIOS



We craft truly frictionless games for the metaverse.

Flying Sheep Studios is a game company of 20 people with great ambitions that has already shipped over 200 crossplatform webgames. Since joining the iCandy group, we have been focussing on building social virtual worlds to contribute to the Metaverse.

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

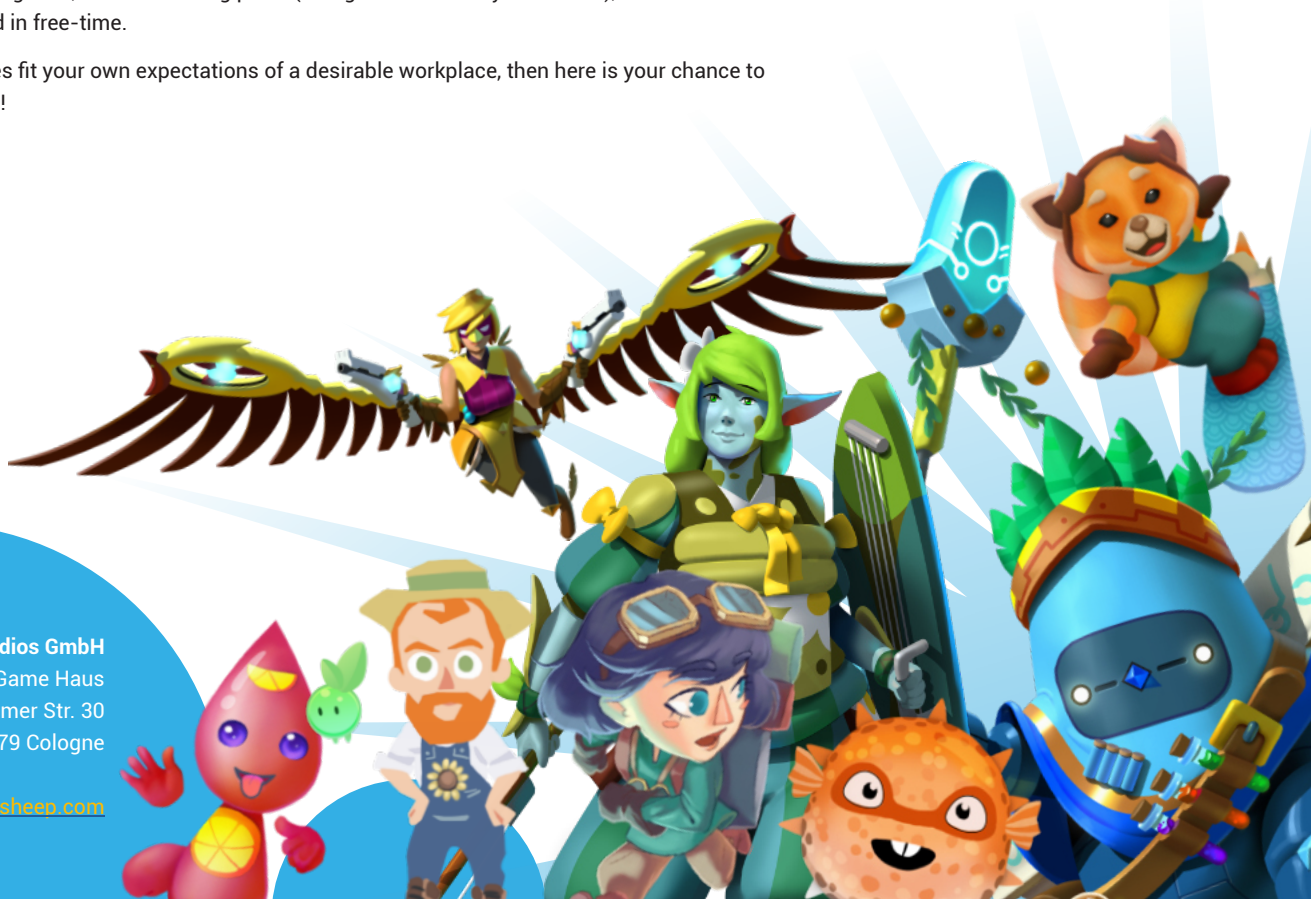
We have built our company culture based on the following beliefs:

Diversity is the key to more creativity and better problem solving. Our team is currently composed of people of 6 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...)

Continuous improvement of our processes enables 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 for the 8 years of our existence. We also offer flexible working time, flexible working place (Cologne office or anywhere else), 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
Cologne Game Haus
Deutz-Mülheimer Str. 30
50679 Cologne

flying-sheep.com

Job Offer

Backend Web Game Developer

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



TASKS

- Develop the backend for a massively multiplayer 3D WebGL game using JavaScript
- Contribute to an ambitious web3 game from the get-go
- Build the architecture of the system while keeping in mind the scalability, security, speed, and stability of the application
- Analyze the requirements and goals, handle bugs and errors, and come up with efficient and fast solutions
- Manage and develop APIs for communication between different services and with the client
- Write reusable code and libraries for future implementations
- Scaling the application to handle the load changes and a large amount of data traffic
- Interact with the database to store and retrieve huge amounts of data in realtime
- Work independently in cooperation with a team of experienced web game developers

YOUR PROFILE

- Extensive experience working with JavaScript and Node.js
- Strong knowledge of
 - Git or other version control systems
 - JavaScript Build systems (webpack)
 - Network protocols
 - Websockets
 - Databases NoSQL / SQL
 - API design REST / CRUD / RPC
- 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

- Live operations of a web or mobile game
- web3/dApp development
- Knowledge of AWS, Google Cloud, Heroku Platforms
- Containerizing processes and managing them in microservices.
- JavaScript game development
- Python

WE OFFER YOU

- Work from our Cologne office or remotely in Germany
- Very flexible working hours
- Perks like 30+3 days of holidays, training and conference budgets etc...
- Work with cutting edge web and blockchain technologies
- Grow together with an ambitious game studio
- Play an important part in shaping the future of the metaverse

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

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