

## SOFTWARE ENGINEER

### BUILD AND INTEGRATION

**Type:** Full-time employee

**Location:** Trinigy HQ, 72800 Eningen / Stuttgart area, Southern Germany

**Focus:** Software Build Processes, 3rd Party Integrations

**Previous Work Experience:** 1+ years

### Trinigy is looking for a 3D software engineer to join our development team in Eningen, Germany and to bolster our build and integration team.

At Trinigy, you'll be working at a privately owned company committed to providing groundbreaking game engine technology and first-class support to video game and serious game development studios across the globe. Engineered to provide more creative and technical freedom, the company's Vision Engine is currently in use in more than 125 commercial game productions by well-known companies such as Ubisoft, Take 2, Dreamcatcher, TimeGate Studios, Robot Entertainment, Neowiz, Mindscape and more.

#### Job Description

We're looking for a 3D software engineer who can think out-of-the-box and who can augment our talented software development team in Germany. In addition to supporting the build process of new versions of our game engine, you will help design and write new cutting-edge integrations with partner technologies to expand the functionality of the Vision Engine. In this critical role, you will not only work closely with our development team in Germany; you will be the point person with Trinigy's numerous partners around the globe.

The ideal candidate combines a passion for games and game technology with strong coding skills, knowledge of build processes and experience in console programming (Xbox360, PS3, Wii or GameCube). You must also possess great communication and social skills as well as a deep desire to make a difference.

#### Expected Skills and Qualifications

- Excellent coding skill in C, C++
- Very good debugging/analysis skills
- Experience with build and automation tools like Cruise Control, Make and Ant
- Good knowledge of 3D graphics and algorithms
- Good knowledge of DirectX
- Good communication skills (English)

#### Beneficial Skills

- Bachelor's degree in computer science or equivalent
- Experience with console programming
- Good knowledge of game development pipelines and the tools used
- Solid experience in concurrent programming

#### We Offer

- An inspiring and respectful work environment where performance will be rewarded
- 30 days of paid vacation
- Relocation service
- A "crunch-time" free work environment since the company's founding

Trinigy is an Equal Opportunity Employer.

If questions, please send an email to [jobs@trinigy.net](mailto:jobs@trinigy.net).

**To apply for this job, please send your resume via email to [jobs@trinigy.net](mailto:jobs@trinigy.net). Place the job title in the subject line.**

We are looking forward to hearing from you!

#### Trinigy GmbH

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PLAYSTATION 3

