

HUTIHUT



Gameplay Developer (Unity)

We are a growing game company looking to fill a new position in our game development A-team for our unannounced **multiplayer co-op space adventure first-person PC game!**

You will join our experienced **six people core team** in the heart of Copenhagen, all sharing a passion for games. We have cookies, too.

Your mission:

Breach! The warp drive isn't firing! Shields are down! I'm pretty sure we have an oxygen leak somewhere ... I told you we should have invested in Stealth tech instead of that coffee machine!

Join us in this intergalactic adventure of space mayhem, where the above is the kind of game you'd be coding.

Starting date: *As soon as possible*

Where: *Copenhagen (Walk distance from Nørreport)*

Requirements: You ...

- ... are a world-class coder
- ... have a MSc degree in computer science or related subject areas
- ... have industry experience (2+ years)
- ... ideally worked on a released title
- ... have deep knowledge of the Unity Game Engine and C#
- ... have general programming experience and understanding the concepts of OOP
- ... are fluent in writing and speaking English - Danish and Klingon are a plus
- ... understand basic Game Design principles

If you are intrigued and eager to know more, then let's meet for some hot brewed coffee! After all, coffee goes well with cookies :)

Contact us

Send your star fleet resume to the Creative Director:

Daniel Windfeld Schmidt | daniel@hutlihut.dk

Hutlihut ApS | Cell: +45 50 19 23 50
Jorcks Passage 1 A, 1. | 1162 Copenhagen K | Denmark