

## THE GOD GAME GENRE NEEDS YOU!

### YOUR MISSION – SOFTWARE ENGINEER (STUDENT ASSISTANT)

42 Bits Entertainment is seeking a talented **Software Engineer (student assistant, 16 hours per week)** for the development of their **god game Fata Deum**.

As a **Software Engineer** you have **great passion** for games and its development, too. You are **experienced** in the use of **game engine toolsets** such as **Unity**.

Over time you will receive **responsibility** on various development steps related to **our core software**.

### YOUR RESPONSIBILITIES

- **Integrate, maintain** and **modify Unity code** assets
- Maintain and **extend the Fata Deum code (C#)** in various areas: UI, AI, Controls, etc.
- Test software and **eliminate bugs**
- **Conceptualize, prototype, code, test** and **integrate** own software components
- Create **amazing gameplay logic** to improve the overall quality of the game
- **Estimate efforts**, choose your tickets and **improve your skills sprint by sprint**
- **Collaborate with the team** to create engaging gameplay scenarios
- **Contribute to the overall game** wherever you like

### YOUR PROFILE

- **Enthusiastic gamer** with a **passion for game development**
- **Strong knowledge** of **Software Engineering** fundamentals
- **Experienced** in working with game engine toolsets (best: Unity)
- Ability to **work well independently** and **within a team**
- Willing to work a **minimum of 16 hours per week** at our office
- **Studying computer science, game development** or similar
- **Fluent** in written and spoken **English**
- **Experienced** with **Unity** is a plus
- **Experienced** with **C#** is a plus
- EU citizen or a valid **working permit** for **Germany** is required

## WHY 42 BITS ENTERTAINMENT?

### MAKE AN IMPACT

You **take responsibility of key aspects** of our god game Fata Deum.

Instead of being just a small wheel in a big company **each of your decision matters!**



### GROWTH OPPORTUNITIES

Becoming a part of a small but growing indie developer **provides great career opportunities.**

**Become part of the core team**, learn from experienced game developers, work with **UpToDate** and **AAA-quality toolchains** and grow with us!

### BECOME INDIE

You work in a small indie developer company with an open feedback culture.

**Flat hierarchy, fast decisions, fast iterations, no politics: just pure game development!**



### WORK-LIFE-BALANCE

We offer **flexible working hours** and an **inspiring and ergonomic work environment.**

In addition, **livelihood is inexpensive** around Jüchen, while nearby cities like Düsseldorf, Cologne, Neuss and Mönchengladbach have a **lot to offer in your free time.**

### DOGS!

We are a **dog-friendly company!** Wuff!

And coffee and water are free ☺

## ABOUT US

42 Bits Entertainment is an **indie developer company** founded with one specific purpose:

**Let's get the god game genre back!**

Providing the player with **large powers** and a **free choice** how to use it is so unique!

We believe that such a **high degree of interactivity and freedom**  
makes god games such an outstanding experience!

We purely miss this genre and it is time to get it back!



Besides our mission statement we strongly believe in the [Agile Manifesto](#):

**Individuals and interactions over processes and tools**  
**Working software over comprehensive documentation**  
**Responding to change over following a plan**  
**Customer collaboration over contract negotiation**

That is, while there is value in the items on the right, we value the items on the left more.

If you have **similar believes** and would love to **support us** to get the god game genre back,

**contact us** via