CONTACT: JOBS@42BITS-ENTERTAINMENT.COM

THE GOD GAME GENRE NEEDS YOU!

YOUR MISSION – MISSION PROGRAMMER

42 Bits Entertainment is seeking a talented **Mission Programmer** for the development of their **god game Fata Deum**.

As a **Mission Programmer** you have **great passion** for games and its development, too.
You are **experienced** in the use of **game engine toolsets** such as **Unity**.
You will have a **strong responsibility** on various development steps related to **our core software**.

YOUR RESPONSIBILITIES

- Create **amazing missions and gameplay logic** to improve the overall quality of the game
- Maintain and **extend the Fata Deum code (C#) with support of AI** with focus on Missions, but also for other areas like AI, Controls, etc.
- **Integrate, maintain** and **modify Unity code** assets
- Test and **eliminate bugs**
- **Conceptualize**, **prototype**, **code**, **test** and **integrate** your own missions and game logic
- **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**
- **Experienced** in working with game engine toolsets (best: Unity)
- Ability to **work** well **independently** and **within a team**
- **Minimum 3 years game programming experience** with a **strong portfolio**
- **Experienced** with **AI coding agents**
- **Experienced** with **mission programming** is a plus
- **Experienced** with **C#** is a plus
- Willing to **relocate to the area around Jüchen**, Germany
- EU citizen or a valid **working permit** for **Germany** is required

www.42bits-entertainment.com
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41363 Jüchen / Germany

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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 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 😊

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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

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