// Do you like Games? // Are you interested in sports?

Watching football is no longer just a topic for people interested in sports. The crowd is paying more and more attention on gaming – even spend money on it. That's why SOCIAL GAMING is worth to connect to live broadcasted football matches. GOALENT will run in App-Stores as a Social Gaming Platform / -APP that is exclusively using live data of the ball and the goal on the pitch from international football leagues.

GOALENT is 2nd screen entertainment during live football matches, which will boost up amongst social media platforms. GOALENT is financially backed by a FIFA Licensed Goal Line Technology Company, a former world class football player and todays football manager, an international gaming expert and an international Investment Group. We startup developing a disruptive mobile solution that helps app publishers all over the globe to generate more revenue. Our mission is to develop technologies that reach billions of smartphone and web users in a rapidly growing gaming market.
If you want to be part of the NEXT BIG THING in App Entertainment and work with some of the best people in the gaming industry, then go for it and send us your application!

// Immediately // unlimited contract
// Senior Backend Engineer (f/m/d)

We are looking for a talented and experienced Senior Backend Engineer to come join our team and develop amazing games with us.
You will manage the architecture of our backend system with our Product department and will be in charge of the following:

// Responsibilities as a Senior Backend Engineer:
- Design, implement and maintain our online services
- Support and buildup your team
- Architecture for the robust framework for future games and player interaction
- Technical impact into the game development and live service
- Mentor your team members to drive technical excellence
- Write and maintain software system documentation

// Qualifications:
- Minimum 5+ years experience working as Backend Engineer
- Fluent in C++ and C#
- Distributed systems experience
- Networking experience in TCP / IP
- Experience designing HTTP REST APIs
- Relational database development experience (e.g., MySQL, Postgres)
- Passionate about videogames

// Required skills:
- Unreal Engine 4 experience
- Scripting languages experience (e.g. Python)
- Linux development experience
- Microservices architecture (Docker, Orchestration)
- Messaging middleware experience (RabbitMQ, Kafka)
- Well-organized, fast learner with an agile approach to design
- Team player comfortable with receiving feedback from multiple stakeholders
- Regarding our international team: Fluency in written and spoken English
- Prior experience in mobile games will be highly appreciated

// Your benefits :
- Competitive salary - we believe that top performers should receive top payment
- Training budget - we believe in learning. A generous personal learning budget to spend on learning and development, including books, workshops and attending conferences.
- Flexible working hours and home office – we believe in a good work-life balance
- Equipment - state-of-the-art technical equipment, including laptops and phones, which may also be used in your free time.

And above all, we are passionate about what we are building altogether!
We are an international Company, please send your application in English. Although it is not mandatory, we always appreciate a cover letter stating your motivation to join us.
We look forward to hearing from you soon!