About us

We are DigiTales, an independent game studio based in Saarbrücken, Germany. In the few months since our company’s creation, we have developed a demo of our first 2D adventure game Lacuna and successfully pitched the project to publishers. If all goes as planned, we will start working on the project full-time in January 2020 and double our team size from two to four people by hiring an artist and an additional programmer. The current project is set to run 16 months, but of course we will do everything we can to keep the team together afterwards.

If you are interested, send an e-mail to: julian@digitaless.games

Please include references to your previous work and tell us a little about yourself. Don’t hesitate to apply even if you don’t tick all the boxes!

Company website: http://digitaless.games/

Demo walkthrough: https://youtu.be/zFqqMta0AvM

Please do not share these job ads in any public contexts. Thank you.
**Programmer (Unity, C#)**

**Basic information**
- Indie dev salary – it ain’t much, but it’s honest work.
- Local presence preferred, but we are open to remote options.
- Permanent full-time position preferred, but freelance also possible.
- German healthcare, paid leave etc.

**Your responsibilities**
- You will work on an adventure game with an existing code base and demo.
- You are the lead programmer – without you, there will be no game.
- You extend and solidify the code base including tools for quicker content creation.
- You implement the content given to you from the writers, meaning you will spend a lot of time essentially translating a movie script into a C# script!
- In a tiny team, nobody has just one job. You may be involved in testing as well as discussions surrounding game design, writing, and business or artistic decisions. We might also take you along to events such as exhibitions and conferences.

**Requirements**
- You possess solid programming skills, preferably in C# or a similar programming language.
- You have a clean, efficient and transparent programming style and excellent etiquette when it comes to commenting and documenting your code.
- You have at least basic knowledge of and experience with the Unity game engine.
- You know and understand the requirements and realities of indie game development.
- You are able to understand and express yourself in English.
- You value friendliness and honesty.
- You love story-driven games.

**Nice to have**
- You have previously worked on one or more commercial titles.
- You have experience with editor scripting in Unity.
- You have experience with shader programming in Unity.
- You have experience with porting, especially to Nintendo Switch.
- You stay up to date concerning the latest developments in game dev and Unity in particular.
- You have a formal education in programming.
- You speak and understand German.
- You like dogs (since there might be one or two in our office).

**Your benefits**
- Flexible work hours with small core time window. Home office possible.
- Small team with flat hierarchy, eye-level collaboration and relaxed attitude.
- You are the master of your domain with lots of creative freedom and autonomy.
- If you’re tired, just take a nap. No kidding! Optional dog-cuddling included.
- We like hanging out with each other and other fellow game devs outside of work.