

We are seeking a

## Console Programmer (m/w)

**Location:**  
Munich

**Starting:**  
Immediately

**Employment:** On site, fulltime

### Fields of activity

- Porting and development of a next generation console title of a renowned brand.
- Guiding and supporting other developers in programming for the PlayStation platform.
- Overseeing all PlayStation related development needs.

### Qualifications

- Hands-On Experience in developing on the PS3 or PS4 platform in general.
- Knowledge of the PlayStation SDK Tools for development and debugging.
- Experience in working with the necessary SDK infrastructure for PlayStation development.
- Practical knowledge of C#

### Nice to Haves

- Familiar with the Sony PlayStation Network Requirements (TRCs) and specialties of the PlayStation platform.
- Experience in Unity3D
- Experience in build- and tool pipelines.
- A shipped PlayStation title.

### The ideal candidate will also have

- Good command of the written and spoken English language
- Ability to work self-directed and reliably
- Skills in communication with team members
- High motivation and flexibility
- Passion for video games and game development

Please send your complete application including photo and cover letter via e-mail to:

**jobs@chimera-entertainment.de**

(Ms. Ina Hoffmann)



# CHIMERA

## Entertainment

Chimera Entertainment is a creative and independent development studio for digital entertainment software in Munich. The company was founded in 2006 with the support of the production house remote control productions GmbH. In addition to developing its own IPs, Chimera Entertainment implements work for hire, from conception to completion. Gameplay and creative imagination are always in the foreground.