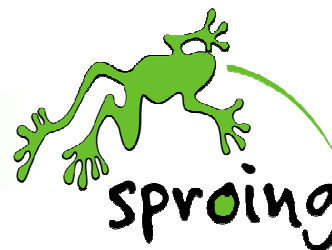


Job Opening
2011-02-09



Sproing Interactive Media is Austria's leading video game developer, located in Vienna. Since its foundation in 2001 Sproing has become an international company with a track record of over 40 published games on consoles (Xbox360, PlayStation 3, Nintendo Wii, Nintendo DS, and others) and on PC. Sproing offers the opportunity to be part of an international team of ~40 game developers.

For our most recent multi-platform project on Nintendo 3DS, Nintendo Wii, Playstation 3 and PC, we're looking for committed Programmers on all levels. The profile below is geared towards Senior Programmers – Juniors and Interns are encouraged to apply with an adequate lower qualification.

Sproing Interactive Media is hiring

Console Programmers – Seniors, Juniors, Interns (m/f)

Your tasks...

- Implementation of major features in our current game projects
- Work on code architecture, task estimations and risk management
- Contribute to the continuous development of our tools and technology
- Guiding junior programmers (depending on the project)

Requirements

- Solid C++ skills
- Knowledge in software architecture and design patterns
- Experience in console development and in various game programming disciplines (Rendering, AI,...)
- Broad technical knowledge (ex. hardware, other programming languages,...)
- Proactive personality and good communication skills
- A sense for risks, dependencies and priorities in a project
- A love for video games
- Good English skills (written and oral)

Of Advantage

- Experience in gameplay and AI programming
- Experience in tools development (rendering-engines, editors,...)
- A desire to progress as a person and take on higher responsibilities

If you like what you see please get in touch with us! Please approach us via the jobs section on our internet site www.sproing.com!

We are looking forward to hear from you!

The Sproing Team!