



Full-stack Developer at BeamNG GmbH

BeamNG GmbH is focused on creating a state-of-the-art, real-time, soft-body physics engine and making it widely available for entertainment and simulation purposes. Our most widely known product is our vehicle game BeamNG.drive, which is now available on Steam in Early Access.

In order to support our on-going and future development plans we wish to hire a full-stack developer who is able to work independently, be entrusted with long-term development projects and act as a mentor to more junior developers. Our efforts include both working with academic and industrial partners who are using our unique physics technology for research, training and simulation purposes as well as expanding functionality of our released title. The ideal candidate will have 3+ years experience of working in dynamic environments on projects requiring adherence to strict deliverables and timelines. Participation in the process of determining client requirements and troubleshooting will be a central element of this role. Development work for these projects will frequently include creation of customer-specific toolsets, integration of our technology into customer hardware environments as well as telemetry and database development. As a company that believes in investing in its employees, we would also expect the successful candidate to act as a mentor to our junior developers and help them improve their skills. We of course also support further education and training for our more experienced staff, especially when it comes to emerging technologies such as improved LIDAR systems, autonomous driving and neural networks.

Major Responsibilities

- Work on industrial projects based on our core physics simulation technology
- Help and guide clients with their projects
- Work with academic institutions and project teams
- Identify and develop common use cases for industrial projects
- Production and maintenance of documentation and tutorial examples

Essential Skills/Background

- Excellent C/C++ programming skills: three years of experience in the C/C++ language
- Good knowledge of Python
- Self motivated to discover and solve challenging problems
- Strong English skills (written and verbal): All communication will be in English
- Right to work/reside in Germany

Additional Skills/Background

- Experience in Javascript and Web technologies
- Experience in Lua or other scripting languages
- Knowledge of machine learning and neural networks
- Enthusiasm for autonomous driving technology

What we offer

- Small team, short communication paths
- Company matched retirement plan
- Fitness studio membership
- Relocation assistance

Salary is dependent on experience. This is a full-time position based in our office in Bremen, Germany. We are an equal opportunity employer and encourage applications from candidates of diverse backgrounds. Our multinational team is



based both at our office in Bremen, Germany or works remotely from locations around the world. More information about BeamNG GmbH can be found at: <http://www.beamng.gmbh>

To apply for this position please email a motivation letter and your CV highlighting your previous work experience to jobs@beamng.gmbh