



Backend Server Engineer

Job Description

nDreams are the UK's largest developer and publisher solely focused on creating virtual reality (VR) games & experiences. We're looking to grow our Development team to develop leading VR titles that also embrace the community.

We're looking to hire a Backend Server Engineer who has passion, honesty and the desire to achieve great things. The Backend Server Engineer will report to the Code Manager.

Core Role Expectations

Your day to day activities will include, but are not limited to:

- Designing and plan back end features and operations for future titles
- Collaborate with other departments to collaborate in solving development challenges
- Assist in solving important live game service issues as they come up and develop in a way to maximize uptime
- Champion backend services agenda and process with the rest of the team to ensure the game services are smartly scalable and maintainable well beyond initial development and release
- Design database structures and endpoint APIs based on game requirements
- Flexibility to work on other general areas of code due to demands of business

Key Skills & Experience

- Experience in the design and implementation of various game server systems
- Experience with distributed and scalable cloud based service systems, tools, and deployments with AWS/RightScale strong plus
- Experience with performance tuning on a large scaled system
- At least 3 years experience operating as a network engineer
- An advanced understanding of the main gaming platforms and the requirements to develop software on them

Salary & Contract

- £ high, dependent on experience
- Full time

Location

- Farnborough, Hampshire
- Site visits to external developers

Benefits

- Pension scheme
- Share Option scheme
- Childcare Vouchers
- Core Hours
- 20 days' holiday per year, increasing by 1 day for each year of service up to 25 days (+ bank holidays, 2 x duvet days & your birthday)
- Regular staff outings and social events