

Join our team of indie game developers

“At Stonewheel we experiment and innovate to create inspiring titles that people will remember and discuss”

Role

Part-time Game Developer (Student Worker)

Responsibilities

- Implement and optimize features in alignment with the overarching creative vision.
- Collaborate with our small team of diverse talents and do a bit of everything
- Identify, analyze, and resolve novel technical challenges

Requirements

- Competency in OOP fundamentals
- Demonstrable experience with C# or similar
- Fundamental understanding of game engines, especially Unity
- A proactive and self-organizing attitude
- A high level of English proficiency

What we offer

- Competitive hourly compensation
- Fully remote work
- Flexible working hours with evening/weekend meetings
- A chance to enter the industry, learn to contribute, and push a game to market

Interested in this opportunity?

Please submit your CV and cover letter to
Kamen Kolev (kk.stonewheel@outlook.com)



Let's get
in touch!



Stonewheel
Studios

