

GAME CLIENT DEVELOPER

Number of Positions: 1

Contract Type: Indefinite

As a Game Client Developer, you will focus on creating the client-side of online games, ensuring a responsive, user-friendly, and visually appealing interface.

Job description

This role involves implementing gameplay mechanics, UI/UX elements, and visual assets on the player's end while optimizing for performance across multiple devices and platforms.

The Game Client Developer works closely with our server developers, designers, and product teams to ensure the game meets both technical and player experience standards. They also troubleshoot client-side issues, handle user interactions, and continuously improve the user experience based on player feedback and analytics.

Requirements

- Experience: Minimum of 3 years
- Bachelor's degree
- iGaming experience

Training provided

Mainly on the job training or additional training as identified when the candidate starts

Any assistance with accommodation/relocation

2 weeks paid accommodation + flight arrangements. We will also support with relocation (questions, connections etc).

Salary

€ 50,000 - € 60,000 (depends on experience)

How will the interviews be held

Screen call by HR
Interview with Senior within the team
Interview with Dept Head

To apply

CVs and a covering email are to be sent by email to eures.recruitment.jobsplus@gov.mt and should be written in English. Please quote the vacancy name and number in your email.