PortalOne develops mobile-first "Hybrid Games" that combine games and live shows to give users a more engaging games experience, with stunning visuals and interactivity. This convergence of entertainment forms means that our workforce is a mix of people from diverse industries, all working as a single team to create new workflows and pipelines to support production and delivery of next generation gaming entertainment. With founders and colleagues who have pioneered #1 hits in the gaming, film and TV industries around the world, ours is a culture of embracing challenge and breaking through barriers to bring great entertainment to life.

Front-end (Unreal/C++) Programmer

JOB DESCRIPTION AND RESPONSIBILITIES

You will be a front-end game developer working on a relatively small but powerful team of talented and motivated specialists. You will be in charge of prototyping, developing and implementing game logic and features, as well as maintaining and updating the game after launch.

Your duties will include:

● Developing new game logic and features using Unreal Engine 4 (both Blueprints and C++)
● Writing clean code (optimized, scalable, well-documented)
● Helping other colleagues and work together with them to solve technical challenges, to achieve the best results

* Note: Our product is an always-online mobile game that combines real-time gameplay with live shows. The product is based on Unreal Engine 4. Some of the back-end platforms we use are AWS (Amazon Web Services) and PlayFab.

SKILLS & REQUIREMENTS

REQUIRED

● A minimum of 3 years of recent professional experience working with Unreal Engine 4
● Vast knowledge and work experience in C++
● Recent professional experience in development of mobile applications with constant back-end communication
● Full-working proficiency and fluency in English (ability to discuss work-related tasks verbally and in written form)

PREFERRED

● Experience in Tool Development and CI/CD pipelines

- Experience in game development
- Experience with video streaming technologies
- Experience developing VR / AR applications (preferably games)
- Computer Science degree/education
- Soft Skills (Professionalism, Communication, Teamwork, Self-Awareness, etc.

WORKING AT PORTALONE OFFERS YOU:

- Competitive salary
- 25 paid vacation days per year, plus public holidays
- 35 weeks of paid maternity and 10 weeks of paid paternity leave
- Pension program
- Healthcare insurance
- Paid mobile phone subscription
- Paid gym membership

You will be working in an environment that is supportive, team-oriented, and collaborative. Your work will have a direct influence on the development of our products.

In addition to the professional growth opportunities and general benefits, joining the PortalOne team also offers some nice lifestyle perks. Our offices are located in the heart of downtown Oslo, just a few minutes walk from the waterfront and the central train station, granting easy access to all transportation.

We are residents of the [MESH](#) co-working space, so we are part of Scandinavia's most vibrant community of innovative companies. You get arcade machines, ping pong, networking, social activities and a creative atmosphere all in one package.

Oslo itself offers the opportunity to easily combine an urban lifestyle with outdoor pursuits. The full range of European cultural offerings comes with the city, but with the added benefit of numerous summer and winter sporting activities just a subway ride away.

REMOTE WORK POSSIBLE

JOIN OUR TEAM!

Send CV and Cover Letter to: join@portalone.com