



Lead Back-end Game Developer

About Us

Northern Lights Entertainment SAS (NLE) was created in 2018 by 2 passionate gamer-entrepreneurs from [Sciences Po Paris](#) (33 000+ hours of gameplay and counting). NLE's mission is the development of a new generation of video games and associated media and entertainment, focused on collective social experiences. Based in [Station F](#), the 9-people team is also accompanied by [Paris & Co](#) and the [Incubator](#) of Sciences Po Paris.

Our first game, [Nebulae](#), is a massively multiplayer strategy game. It combines the economic, political and military management of a galaxy threatened by the expansion of a deathly nebula with instances of MOBA space combat in a 3D environment. Nebulae, developed on Unity / C#, prioritizes PvP interactions and will be progressively released on mobile (alpha planned for Q3 2021), with continuous core-mechanics playtests already ongoing. By early 2023, the objective is to deliver Nebulae on a complementary, cross-platform experience between mobile and PC. The team has successfully completed its first [Kickstarter campaign](#) in 2019 and is on track to close its first fundraising round with investors by the end of 2020.

Briefing: Your Mission

Design and set up a robust back-end infrastructure for the alpha tests of Nebulae on mobile devices. Raise the knowledge and performance of the existing developer team. 12-months minimum contract. Salary 2 800€ net/month - negotiable based on seniority.

Our current technology stack includes Unity and C#, and all current game prototypes have been made for Android (we will also deploy the game on iOS devices in the long-run!).

The Lead Back-end Developer will report to the CEO and will supervise the effort of 3-5 junior developers, sharing best practices, improving workflow and ensuring the integration of all game-related content into game architecture. We estimate the percentage distribution of work to be 20% mentoring / teaching the team, 50% own production, 20% bug-fixing, 5% game design (if needed) and 5% company organization.

The Lead Back-end Game Developer will enable:

- Player authentication and data protection
- Game state management (game economy, voting and results, territory control, evolving player roles)
- Player Data Management and Game Analytics
- Player interactions (instant messaging, in-game forum)
- Instances of multiplayer PvP, including combat in a 3D arena environment

Nebulae is a challenging, colossal project - still in early development. Therefore, you will have the opportunity to build many things from scratch and the freedom to choose the technologies you think will work best, as you design our back-end architecture. We are a small and enthusiastic team of talented game designers, artists and developers and we will welcome you, your expertise and your feedback with regard to our development and organisational process with open arms.



Skills Needed

Essential	Bonus
<ul style="list-style-type: none">- You prefer large, ambitious projects- You agree with our 6 Core Virtues- 3-4 years of software development experience, including multiplayer component for at least 1 shipped game- Knowledge of source control tools (Git, Mercurial etc.)- Knowledge of Unity 3D game engine- Experience in microservices development- Experience in unit testing (including test-driven development methods)- Experience with CI/CD pipelines- Strong understanding of scalable distributed systems- Experience with Docker and Kubernetes- Experience in building back-end web services in C# / Java / Go / Python / Scala / C- Previous work experience with SQL (e.g. MySQL, PostgreSQL) and non-SQL (Redis, Couchbase, Aerospike) databases- Previous management and / or teaching experience- Professional French and English	<ul style="list-style-type: none">- Experience with cloud programming- Experience with Unity 3D animation- Experience in front-end game programming- Experience in UI design- Experience in game mechanics design- You can see yourself growing with the company in the long-run, for many years to come ;-)