# Who we are

Refold is a trusted game technology partner and games studio located in Stockholm - Sweden. The company was founded in December 2019 and employs 6 full time engineers and a number of external contractors.

Refold is currently the primary service provider working on the Defold game engine on behalf of the Defold Foundation. Refold is also working with game studios and independent developers on game engine and tools development, optimisation, third-party SDK integrations, technical design reviews and technical project management.

# About the role

We are looking for an experienced C/C++ developer to join our team and help build new and exciting features in software used by game developers across the world.

- You will design, develop and deliver new features in the [Defold game engine](Defold game engine) (C like C++) and in our command line and build tools (Java and Python)
    - The code you write will be made available [on GitHub](on GitHub) in one of the many source code repositories maintained by the Defold Foundation.
- You will collaborate closely with other engineers and become a valued member of a cross-functional team.
- You will interact directly with end users to better understand their needs, triage reported issues and help solve problems.

This is a fixed-term contract and we are looking for someone to work with us until December 31, 2025. The contract might be extended in 2026 depending on our needs.

We are a fully remote company, but we expect you to live somewhere in Europe. We operate within the Central European time zone for collaboration but allow for flexible working hours.

# Your skills

- We expect that…
    - You have a minimum of 3 years of experience as a professional developer
    - You are comfortable working in a codebase written in [C like C++](C like C++)
    - You know your way around a terminal
    - You are comfortable working with Git
    - You know and care about engineering practices such as continuous integration and delivery, automated testing and performance testing
    - You have good English verbal and written communication skills
- We consider it a bonus if…
    - You have experience working in the games industry

- You have worked with modern graphics APIs
- You have experience with shaders and rendering techniques
- You have written Python and Java code
- You are comfortable working with Windows, Linux and macOS
- You are familiar with build systems such CMake, Make, Ninja, WAF etc
- You have experience with GitHub Actions

## How to apply

Send your CV, LinkedIn and GitHub profile to [jobs@refold.io](mailto:jobs@refold.io).