KeokeN Interactive, developer of acclaimed sci-fi epic Deliver Us The Moon, is looking to reinforce its team with a job as a **Server/Engine Programmer (DevOps)** on our current and next projects.

**Task description:**
As a **Server/Engine Programmer (DevOps)** at KeokeN Interactive, you will be part of the team for the duration of at least 12 months for our current and upcoming, unannounced (multi-year) projects, with the possibility of becoming part of the core team. As the Server/Engine Programmer you will be the centerpoint of our tech teams.

**Tasks**
- Setting up and maintaining servers
- Setting up automated builds for different platforms
- Setting up source control project pipeline (Merging/distributing project changes to different branches)
- Performing engine upgrades
- Setting up engine distribution (for large teams)

**Requirements**
- Experience with Unreal Engine 4
- Experience with Perforce and/or Github
- Experience with programming in C++ and Visual Studio
- Have the ability to analyze, maintain and optimize the quality of code

**Nice to have**
- Experience with Unreal GameSync
- Experience with Jenkins

**Mindset and personality**
- Humble, proactive and able to work effectively in team environments and autonomously
- Constructive, communicative and practical
- A clear passion for and knowledge of games

**About KeokeN**
Established in 2013, KeokeN Interactive develops rich and believable worlds that will make you forget your surroundings and push the boundaries of your reality.
The unique elements of the gaming industry show that the possibilities seem to be truly endless and that the limitations are only bound by one’s own creativity. Our principles and uncommon market approach have created a unique indie developer.

In 2019 we released Deliver Us The Moon, a sci-fi adventure that takes players on a lonesome mission to the moon in order to save a desolate Earth. The game has received praise from critics and fans alike for its story and atmosphere, and it’s the first Unreal Engine 4 title and the first indie title worldwide to support RTX raytracing.

At KeokeN Interactive we feel that we are in the experience creation industry rather than ‘just’ the game development industry. We always aim for the highest quality and focus on stunning visuals, deeply immersive experiences, sensational audio, captivating stories and a keen eye for details.

What we offer

- Opportunity to work on a high-quality 3D game experience
- We are an equal opportunities employer, caring for diversity
- Work/life balance carefully kept in check
- On location work close to Amsterdam, The Netherlands and remote work at home
- Flat hierarchy
- Passionate team of co-workers
- Plenty of room to grow
- Collaboration and teamwork is key to creativity, we are no one person band
- Room to voice your ideas and ambitions

Submit your portfolio through our website (form) now! [https://keokeninteractive.com/](https://keokeninteractive.com/)