



## Frontend developer at Multiverse ApS

Multiverse ApS is a game company located in Copenhagen, Denmark. The company is developing the user created games platform: KoGaMa

- KoGaMa is a website where users can create, share and play games
- Creating and playing are enhanced by social features and multiplayer
- Games are frictionlessly shareable across the internet

We are one of the best companies in the world to combine web and games development. The result: We are enabling anyone to create games for everyone.

Currently, KoGaMa has 18 million users and they have created more than 3 million games.

### The Team

The Multiverse team is a combination of young talent and veteran developers. The experience of the team ranges from AAA games such as Hitman and Max The Curse of Brotherhood to designing for Lego onto development of social media for children.

The team is uniquely skilled at utilizing the very best practices for delivering web content in terms of low friction, sharing and accessibility. The game development expertise of the team is used to create tools and game objects; enabling the KoGaMians to deliver fantastic multiplayer 3D games.

## The Position

As a developer of KoGaMa, you will be responsible for the visual and interactive part of our web products. This includes areas such as:

- **Social features**

KoGaMa supports chat on web and mobile, social connections such as friends, and users can team up to build games together. We are committed to improve this part of the product as this is essential for both the multiplayer gaming experience and the multiplayer game creation.

- **Visual identity and UI engineering**

We have multiple entities which come together on one platform; a game developed in C# and compiled to run in the browser and a website for desktop and mobile. As a frontend developer you will work together with our designers on the visual identity of the product. You'll implement the designs which push the interactive experiences forward for our users across KoGaMa.

- **Usability and simplicity**

As the audience are kids and our mission is to enable them to create computer games, usability and simplicity is a fundamental product requirement. Improving and developing the product in these areas is an important part of the responsibilities of a frontend developer.

## The Requirements

A KoGaMa frontend developer must be passionate about games, social media and user-created content. Furthermore the candidate should:

- have at least three years of experience.
- be passionate about building great product for web with modern tools like ES6, Redux, Rollup and Yarn.
- empathize with the different users who play KoGaMa.
- care about the details and very conscious about performance. Most of our users don't have an 100Mb/s Internet connection.
- have considerable understanding of HTML, CSS and modern browsers.

## Contact

Company website: <http://multiverseaps.com/>

KoGaMa website: <http://kogama.com/>

Email: [jobs@kogama.com](mailto:jobs@kogama.com)