

Backend Developer (Oct. 2025)

[Cosmic Spell](#) is a forward-thinking video game development studio known for its innovative design approach and distinctive visual style. Founded in 2021 in Valencia by a team of entrepreneurs with over 20 years of experience in successful startups across the video game and entertainment sectors, we are backed by [No Spoon](#), a renowned Venture Builder that fosters innovation and growth.

Our team is not just a group of developers – we are a multidisciplinary collective of programmers, designers, artists, gamers, streamers, journalists, and producers, all working together to create engaging, high-quality games. We strive to develop immersive gaming experiences that connect with players on a deeper level, ensuring our products have a lasting impact within and beyond the gaming industry.

We are currently looking for a **Backend Developer** to join our team and reinforce the development of our first original IP: [Soul Breach](#), a F2P turn-based RPG with collectible mechanics.

Responsibilities

- Design, develop, and maintain backend services for Soul Breach and other titles, ensuring scalability, security, and high performance.
- Build and maintain RESTful APIs to support gameplay features such as player accounts, progression, matchmaking, live events, economy systems, and analytics pipelines.
- Collaborate closely with client-side developers and game designers to integrate and support content-driven and live service features.
- Ensure data integrity, consistency, and scalability across all backend systems and internal support tools.
- Guarantee data privacy and secure handling of user information in line with industry best practices and compliance regulations.
- Set up and maintain server infrastructure, CI/CD pipelines, and cloud services.
- Contribute to technical decision-making, backend architecture planning, and long-term scalability strategies.
- Meet development deadlines and deliverables set by the production team, ensuring clear and proactive communication on progress.

Required Qualifications

- 3+ years of experience as a Backend Programmer, preferably in the game industry.
- Proficiency in Kotlin, or solid experience with related languages such as Java, Scala, or C#.
- Experience designing and maintaining RESTful APIs, and working with cloud-based environments, especially AWS.
- Familiarity with PlayFab or similar Backend-as-a-Service platforms used in game development.
- Solid understanding of databases, data modeling, and backend performance optimization.
- Experience with user authentication, session management, and persistent game state systems.
- Proficient with Git and comfortable working with CI/CD pipelines for deployment and automation.
- Ability to write clean, maintainable, and well-documented code.
- Strong problem-solving and debugging skills, with an autonomous and proactive approach.
- Excellent communication and critical thinking skills.
- Fluent in **Spanish** (spoken and written), as our daily communication is in Spanish.
- Passion for games, especially RPGs and collectible mechanics.

Nice to Have

- Previous experience working on free-to-play mobile or cross-platform games.
- Experience with Unity and a good understanding of client-server communication.
- Knowledge of networking principles, latency management, and multiplayer architectures.
- Familiarity with backend-driven systems for monetization, events, and player progression.
- Hands-on knowledge of Jira, Confluence, and Agile workflows (Scrum/Kanban).
- Fluency in English (for documentation and potential cross-border collaborations).

What We Offer

- Immediate start.
- Full-time permanent contract with **flexible working hours**.
- **Salary range:** €35K–€45K, based on experience and scope of responsibilities.
- Hybrid or fully remote setup (within Spain).
- A passionate, senior, and multidisciplinary team that values creativity, autonomy, and excellence.
- A studio culture built on quality, collaboration, and respect for both players and developers.

Ready to Join?

If you are interested and would like to join our team, please send your CV and a link to your portfolio (if available) to jobs@cosmicspell.com, using the subject line: **Backend Developer – [Your Name]**.

We look forward to discovering what you can bring to the world of **Soul Breach**.