Location: Remote or Hybrid (Madrid office)
Team: Development
Reports to: Lead Development Department

About Us:

We're a playful, design-driven mobile game studio crafting *cute, casual, and cozy* merging games that spark joy. Our mission is to create beautifully intuitive worlds where players can relax, collect, and express their creativity through delightful interactions. We believe in charm, character, and cleverness — both in our games and in our team.

As a **Senior PHP Developer**, you'll shape the player's experience from first tap to deep progression. You'll blend functionality with delightful aesthetics to create interfaces that are intuitive, joyful, and crafted with love.

What You'll Do?

- API Development & Optimization
- Design, build, and maintain scalable RESTful APIs in PHP (Yii2) to support game logic and real-time interactions
- Profile and optimize endpoints to reliably handle high RPS (requests per second) under load
- Data Modeling & Algorithms
- Architect efficient in-memory and database data structures to represent game state mutations.
- Implement and optimize core algorithms (pathfinding, matchmaking, scoring, simulation, conditional generation) required by game mechanics
- Caching & Performance
- Evaluate and integrate caching layers (Redis) to reduce database load.
- Implement cache-invalidation strategies suited for frequently-changing game data
- Database Design & Tuning
- Model and index MySQL schemas for both OLTP and analytical workloads
- Monitor query performance, identify bottlenecks, and apply best practices (sharding, partitioning) as needed
- Collaboration & Best Practices
- Collaborate with front-end, mobile, and DevOps teams to define API contracts and deployment pipelines
- Promote code quality through comprehensive testing (unit, integration), code reviews, and CI/CD

You Bring:

- 5+ years of PHP development experience on Yii2 or a similar MVC framework
- Strong proficiency in MySQL, including schema design, indexing, and query optimization
- Demonstrated track record building APIs that reliably handle hundreds to thousands of RPS
- Deep understanding of caching concepts and practical experience with Redis and Redis Pub/Sub.
- Solid computer science fundamentals: data structures, algorithms, complexity analysis
- Prior involvement in game-related or simulation systems that go beyond standard CRUD
- Preferred Qualifications
- Experience with additional back-end technologies (e.g., Go) in high-throughput environments
- Familiarity with message queues (RabbitMQ, Kafka) and real-time protocols (WebSockets)
- Background in distributed systems, sharding, or database clustering
- Knowledge of containerization and orchestration (Docker, Kubernetes)
- Contributions to open-source PHP projects or performance-tuning tools

You Also Have

- Strong **communication skills** to articulate design decisions clearly across disciplines.
- A **collaborative mindset** — you enjoy co-creating with developers, artists, and product folks.
- A **player-first attitude** and deep **empathy** for user experience.
- The ability to **give and receive feedback** constructively and with kindness.
- Self-driven but not ego-driven — you love **learning and growing as a team**.

Bonus Points:

- Experience designing for **merging, decorating, or simulation** genres.
- Familiarity with **animation/micro-interactions** for UI delight.
- Knowledge of **accessibility standards** for mobile games.

Why Join Us?

- A creative, supportive team that values **empathy and design craft**.
- Work on games loved for their charm and emotional connection.
- Flexible hours and remote-friendly setup.
- Be part of a **growing title** with the potential to reach millions of players worldwide.

NANOREALITY GAMES

How to Apply?

Send us your portfolio, résumé, and a short note on your favorite cozy game interface — and why you love it!