



FOODGAME LIMITED



#JOB-2440751



FOODGAME, 10 South Lotts Road, Ringsend,  
Dublin 4, D04 PN53



No of positions : 1



Paid Position



39 hours per week



36605.00-36610.00 Euro Annually



15/04/2026



13/05/2026

## How to apply

### Application Method :

Please apply to the vacancy by the following means:

Email : [foodgamedublin@gmail.com](mailto:foodgamedublin@gmail.com)



Open your camera  
app & point here  
to view this ad  
online



## Commis Chef/Chef de Partie

### Application Details

In order to work in Ireland a non-EEA National, unless they are exempted, must hold a valid employment permit. Please review the [Eligibility and requirements for an employment permit](#) if you are unsure of your eligibility to apply for this vacancy.

### Job Description

We are looking for a Breakfast Commis Chef to join our busy, local cafe that has been serving since 2010. The Successful candidate will prepare and cook breakfast dishes to a high standard, manage the breakfast section independently, and ensure food safety and hygiene standards are maintained. Baking skills are required, as all baked items are prepared in house.

#### Duties and Responsibilities:

- prepare and cook breakfast to a high standard
- manage the breakfast section independently
- ensure food safety and hygiene standards are maintained (HACCP knowledge essential)
- assist with menu preparation and daily kitchen operations
- maintain cleanliness and organization of the kitchen
- work as part of a team to ensure efficient service

#### Experience Required

- minimum 2 years experience as a Chef de Partie, Commis Chef or similar role in a similar style establishment

#### Skills Required

- ability to work alone and also in a busy team
- baking skills
- HACCP knowledge
- knowledge of breakfast cooking techniques
- ability to work clean and maintain high cleanliness standards

#### Hours of Work

39 hours per week (daytime only, 7am to 3pm)

- **Sector:** accommodation and food service activities

### **Career Level**

- Entry Level