Stellenangebot vom 18.09.2018

Engine Programmer [Rainbow Six Siege] (f/m)

Fachrichtung:	Programmer: Game Developer
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	55116 Mainz
Land:	Deutschland

Firmendaten

Firma:	**Ubisoft Blue Byte GmbH**
Straße & Hausnummer:	Adlerstraße 74
PLZ / Ort:	40211 Düsseldorf

Ansprechpartner

Name:	Remigius Parij
Position:	Human Resources Spezialist
Straße & Hausnummer:	Adlerstraße 74
PLZ / Ort:	40211 Düsseldorf

Job-Beschreibung

COMPANY DESCRIPTION

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has development studios in 28 countries and sells video games in more than 55 countries around the globe. We are committed to delivering high-quality, cutting-edge video game titles to players. In our German offices in Düsseldorf, Mainz and Berlin, we are working on brands like “Tom Clancy’s Rainbow Six Siege”, "Far Cry", "Avatar", “For Honor", "Skull & Bones", “The Settlers”, “Anno” and many more.

In order to continue delivering highly qualitative and innovative game experiences we are

looking for a motivated and passionate

Engine Programmer [Rainbow Six Siege] (f/m)

This position will be located at**Ubisoft Blue Byte, Mainz (Germany)**.

JOB DESCRIPTION

As Engine Programmer, you will share responsibility for developing and maintaining low-level systems and overall architecture. Your will be working on multiple platforms and in areas such as memory management, loading, streaming, physics, audio and platform specific systems. You will be working as part of our feature teams, including but not limited to technical health improvements, quality of life improvements and monetization features.

The main and routine tasks of the Engine Programmer are to:

- Work with precision and care on our live systems and frameworks
- Provide the technical foundation for features
- Maintain and extend the existing engine and frameworks, safeguarding and improving stability
- Work on identifying and improving existing systems and identify new opportunities
- Analyze, support and improve the performance of our features
- Work on the architecture of our features, keeping long-term maintainability and scalability in mind
- Work with the lead team on improving game stability and service reliability

QUALIFICATIONS

- Bachelor or Master degree in computer science or any other relevant discipline
- 3+ years of professional experience (at least one released title)
- Strong skills in C++
- Strong ability for analyzing and extending existing code
- Good communication skills
- Self-direction and motivation
- Fluent in English
- Ability and desire to work as a team player

ADDITIONAL INFORMATION

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership and support for child care
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Free bike rental or lease your own bike
- Working in an innovative and international company

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, your salary expectations and why you would like to join us.

For further information, please check http://www.bluebyte.de/career.html/ and www.ubisoft.com.

Ubisoft Blue Byte GmbH

Studio Mainz

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55116 Mainz