

Stellenangebot vom 18.09.2018

Systems 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

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

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

JOB DESCRIPTION

As Systems Programmer, you are responsible for developing and maintaining the architecture that ties together online systems, gameplay systems and UI systems into features for Rainbow Six Siege. 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 Systems Programmer are to:

- Investigate existing systems to establish dependencies and opportunities for our upcoming features
- Identify shortcomings in existing architecture and systems, and propose changes for improvement to (technical) stakeholders
- Work with low-level engine systems, high-level gameplay systems, online systems, and everything in between to provide a working high-level feature
- Work on a feature from conception, to research, to final implementation
- Improve performance, reliability and maintainability of existing systems and architecture, such as object spawning, texture streaming and cutscene systems
- Work on improving existing systems, as well as introduce new systems and mechanics
- Debug complex problems

QUALIFICATIONS

- Bachelor or Master degree in computer science or any other relevant qualification with a strong technical background
- 3+ years of professional experience
- Strong C++ skills
- Good communication skills
- Self-direction and motivation
- Fluent in English
- Having a Generalist Programmer or Engine Programmer background is a plus
- Deep understanding of game development processes and practices

ADDITIONAL INFORMATION

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
-

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- Fresh fruits, discounted gym membership and support for child care
- 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

Römerpassage 1

55116 Mainz

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