

Stellenangebot vom 26.11.2018

Programmer (f/m)

Fachrichtung:

Art der Beschäftigung: Eintrittsdatum: PLZ / Ort: Land: Programmer: IT / Backend / Client / Web Vollzeit ab sofort 55116 Mainz Deutschland

# Firmendaten

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



# Ansprechpartner

Name: Position: Straße & Hausnummer: PLZ / Ort: Remigius Parij Human Resources Spezialist Adlerstraße 74 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, state of the art 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", "For Honor", "Skull & Bones", "The Settlers", "Anno", "Far Cry" and many more.

In order to continue delivering highly qualitative and innovative game plays we are looking for an

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#### Programmer (f/m)

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

### **JOB DESCRIPTION**

As a Programmer you will work within the Technology Group of Ubisoft. This group is the primary technology partner of game production teams and develops tools and middleware solutions used in Ubisoft games. As a member of the Technology Group you will work in an international team on heavily relied upon User Interface middleware and collaborate with AAA game productions worldwide.

#### Your tasks:

- Be part of a highly experienced team within the Ubisoft Technology Group
- Develop new features and improve our UI middleware used by many Ubisoft productions
  Collaborate with our worldwide distributed development teams and create great
- Collaborate with our worldwide distributed development teams and create great solutions for AAA games
- Analyze and improve performance

### QUALIFICATIONS

- Very good knowledge of C++
- Good knowledge of C#
- An understanding of WPF and the MVVM concept
- Good teamwork abilities
- Great interpersonal and communication skills; we integrate directly with teams around the world
- Good written and verbal communication skills in English
- 3 years of professional experience
- Independent and goal-oriented working method

### ADDITIONAL INFORMATION

#### Your benefits:

- Flexible work hours
- Access to various Internal & External training courses, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, special conditions for gym membership and support for child care
- Free Bike rental or lease your own bike
- Working in an innovative and international company

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We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about games and would like to join an industry leader - please apply via our careers portal.

Applications should include<u>Cover Letter, CV</u> with your<u>earliest starting date</u> and<u>salary</u> <u>expectations</u>. Please attach meaningful work samples. For further information please check www.bluebyte.de

Ubisoft Blue Byte GmbH Human Resources Römerpassage 1 55116 Mainz

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