Joboffer dated from 03/28/2017

Graphics Programmer (f/m)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	Düsseldorf or Mainz
Country:	Germany

Company data

Company:	**Ubisoft Blue Byte GmbH**
Street adress:	Adlerstraße 74
Zip Code / Place:	40211 Düsseldorf

UBISOFT

Contact Person

Name:	Remigius Parij
Position:	Human Resources Spezialist
Street adress:	Adlerstraße 74
Zip Code / Place:	40211 Düsseldorf

Job 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. It is committed to delivering high-quality, cutting-edge video game titles to consumers. In our German offices in Düsseldorf and Mainz, we are working on brands like "Tom Clancy's Rainbow Six Siege", "For Honor", "The Settlers" and "Anno".

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

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20457 Hamburg / Germany

Graphics Programmer (f/m)

This position can be located at either **Ubisoft Blue Byte, Düsseldorf or Mainz (Germany).**

Responsibilities:

- Work and improve our existing 3D-Engine Snowdrop in the context of a AAA game
- Improve the animation system and/or the terrain and landscape rendering module
- Enhance global illumination rendering and do general performance analysis and optimization on the graphics level

Qualifications:

- 4+ years of professional experience (at least one released title)
- Many years of experience in programming 3D using current Rendering APIs (e.g. DX, OpenGL)
- Strong skills in C++
- Very good knowledge of advanced mathematics
- Good debugging and problem solving skills
- Good communication skills and ability & desire to work as a team player
- Self-direction and motivation
- Strong ability for analyzing and extending existing code
- Fluent in English

Pluses:

- Wrote own 3D engine
- DirectX
- Knowledge of Vulcan
- Experience in working on projects with multi-threaded rendering

Your benefits:

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Subsidized lunch meals, possibility to rent bikes for free or lease your own bike!
- Working in an innovative and international company

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We offer a highly interesting challenge for a team player including the possibility to show personal initiative.

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If you are passionate about games and would like to work in the games industry, please apply via our career portal (APPLY TO JOBS-BUTTON)

Applications should include the earliest starting date and your salary expectation.

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For further information please check www.bluebyte.de and www.ubisoft.com.

Blue Byte GmbH
Human Resources
Adlerstraße 74
40211 Düsseldorf

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