

Joboffer dated from 07/04/2017

(Senior) Software Engineer, Game Systems (f/m)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	55116 Mainz
Country:	Germany

Company data

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



Contact Person

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

Job description

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 soon Berlin, we are working on brands like "Tom Clancy's Rainbow Six Siege", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.

Job Description

Games-Career.com is a service provided by:

To further push the quality of Skull & Bones, Blue Byte is looking for a

(Senior) Software Engineer, Game Systems (f/m)

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

Your tasks:

- Design and implement various gameplay systems for an unannounced AAA game
- Act as a service-oriented ambassador of engineering to the rest of the team
- Work closely with game designers, programmers, and artists to ensure a great player experience
- Champion core game values, especially 'gameplay first'

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Qualifications

Required experience:

- Expert C / C++ programming skills
- A minimum of 5 years' experience in game programming, including experience shipping at least one title
- Strong data structures, logic, algorithms and optimization skills
- Experience in the design and implementation of various game systems, including game object management, AI, pathing, scripting, combat and online networking
- Speaks "designer" fluently
- Self-motivation and willingness to participate in many areas of game development
- Excellent verbal and written communications skills in English language
- Passion for video games

Pluses

- Experience working with big C++ engines
- Experience in C#, WPF and Python
- UI development experience
- Computer science, mathematics, physics or related degree
- Experience working on networked games
- Experience working on security issues
- A passion for playing strategy games
- In-depth familiarity with Ubisoft products

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Additional Information

Your benefits

Games-Career.com is a service provided by:

- 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

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

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 your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to work for Blue Byte.

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

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Blue Byte GmbH
Studio Mainz
Römerpassage 1
55116 Mainz

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