

Joboffer dated from 07/27/2017

## UI Developer – C++ (f/m)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	40211 Düsseldorf
Country:	Germany

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### Company data

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



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### Contact Person

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

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### 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. 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.



In close collaboration with the team in Montreal, we at Blue Byte are involved on several aspects and features of the **RAINBOW SIX** post launch and live content.

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To further strengthen our **Rainbow Six team, Ubisoft Blue Byte** is looking for a

### **UI Developer – C++ (f/m)**

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

#### **Your tasks:**

- Design and Implementation of UI components in C++
- Improving and extending existing game UI and UI Framework
- Setting up wireframes for UI Artists and Designers to work in
- Design and Implement client-side UI logic

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#### **Qualifications**

- Strong programming skills in C++ ☐
- Very good communication skills and ability & desire to work as a team player ☐
- Good debugging and problem solving skills ☐
- Ability to work efficiently with large, existing code bases ☐
- User-centric approach to design and layout of interface screens
- Solid understanding of UX/UI design principles
- Good English (spoken and written) ☐
- Passion for making and playing games ☐

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#### **Your benefits**

- Flexible work hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, 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.

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](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).

Blue Byte GmbH  
Human Resources  
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