

Joboffer dated from 11/24/2017

ENGINE PROGRAMMER (F/M) (PROGRAMMING)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	01/01/2018
Zip Code / Place:	Berlin
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 studios, Ubisoft Blue Byte are working on a variety of exciting projects across Düsseldorf and Mainz including "Tom Clancy's Rainbow Six Siege", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.

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The newly established Ubisoft Berlin studio is set to continue contributing to this impressive line-up and will be working on AAA Co-Development projects together with international Ubisoft teams. The first project will be a big AAA-brand, one of the biggest and most important for Ubisoft. Will you join us on this journey? We are a passionate team looking for highly talented and motivated game industry professionals to join us in one of Europe's most vibrant cities.

□

We are now accepting applications for an ☐Engine Programmer (f/m) ☐to be based at our new studio in Berlin.

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JOB DESCRIPTION

This unique position will be responsible for the development of systems for a wide-range of elements including the game engine and editor or any middleware used by the production teams. ☐

Further responsibilities ☐include:

- Development and maintenance of an efficient game engine
- Improvement of user-friendly production tools to ease their assets creation
- Re-factoring of multiplayer code in a proprietary engine to make it ready for major online game-play elements components and online services

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QUALIFICATIONS ☐

- Excellent C++ programming skills
- 4+ years' programming experience across game, engine and/or tools
- Highly developed communication skills in English
- Proactive and team orientated personality
- Degree in computer science, mathematics or physics or equivalent

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ADDITIONAL INFORMATION

Your benefits:

- Flexible working hours ☐
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruit, discounted gym membership, support for child care
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If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

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

Ubisoft
BERLIN

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