

Joboffer dated from 11/24/2017

SENIOR ENGINE PROGRAMMER (F/M)

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

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, motivated and self-responsible game industry professionals to join us in one of Europe's most vibrant cities.

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

Games-Career.com is a service provided by:





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. \square

We are now accepting applications for a \square Senior Engine Programmer (f/m) \square to be based at our new studio in Berlin.

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. \Box

Further responsibilities ☐nclude

- Development and maintenance of an efficient game engine
- Monitor the development of performing 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

QUALIFICATIONS

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

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
- Subsidized lunch meals, free bike rental or lease your own bike!
- Share ideas! = Working in an innovative and international company

Games-Career.com is a service provided by:





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 joins us.

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

Ubisoft BERLIN

Games-Career.com is a service provided by:

