

Joboffer dated from 09/18/2018

Online Programmer [Rainbow Six Siege] (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 Berlin, we are working on brands like "Tom Clancy's Rainbow Six Siege", "Far Cry", "Avatar", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.

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In order to continue delivering highly qualitative and innovative game experiences we are looking for a motivated and passionate

Online Programmer [Rainbow Six Siege] (f/m)

☐ This position will be located at ☐

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JOB DESCRIPTION

The Online Programmer is responsible for developing in-game online services using both existing Ubisoft online infrastructure as well as Rainbow Six-specific infrastructure, working together with game designers, UI front-end programmers, systems programmers and the Ubisoft Online Technology Group.

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The main and routine tasks of the Online Programmer are to:

- Manage the interchange of data between players and the server/services/game
- ☐ Provide access to the online architecture to presentational programmers
- Assist in the development of innovative solutions to enrich the online gaming experience of players
- Program and optimize systems, such as storefront data and player progression systems
- Work with precision and care on our live systems and frameworks
- Work on identifying and improving existing systems and identify new opportunities

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QUALIFICATIONS

- Bachelor or Master degree in computer science or any other relevant qualification with a strong technical background
- Strong C++ skills
- Excellent communication and good English skills

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Pluses

- Deep understanding of game production
- AWS & Docker experience
- Strong Python proficiency is a plus
- Expertise in online test framework and architecture
- Proven leadership and coaching skills is a plus

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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 fruits, discounted gym membership and support for child care
- Free bike rental 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 video games and would like to work with like-minded professionals in an international team, please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, your salary expectations and why you would like to join us.

For further information, please check <http://www.bluebyte.de/career.html/> and www.ubisoft.com.

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Ubisoft Blue Byte GmbH

Studio Mainz

Römerpassage 1

55116 Mainz

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