Joboffer dated from 10/26/2018

Junior Game Programmer [unannounced project] (f/m/divers)

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

UBISOFT

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

Junior Game Programmer [unannounced project] (f/m/divers)

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

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JOB DESCRIPTION

- Implement various gameplay systems and tools for a 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

- Very good C/C++ programming skills
- Strong data structures, logic, algorithms, and optimization skills
- Experience in the design and implementation of various game systems, such as game object management, AI, pathing, scripting, combat, and online networking preferred
- Speaks "designer" fluently
- Self-motivation and willingness to participate in many areas of game development
- Good communication skills in English language

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Pluses:

- Experience working with C++ engines
- Experience in C#, WPF
- UI development experience
- Computer science, mathematics, physics, or related degree
- Experience working on networked games

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ADDITIONAL INFORMATION

Your benefits:

- Flexible work hours
- Access to various Internal & External training courses, education in our in-house guilds and knowledge sharing with other project teams
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Fresh fruit, special conditions for 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 motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about games and would like to join an industry leader - please apply via our careers portal.
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Applications should include Cover Letter, CV with your earliest starting date and salary expectations. Please attach meaningful work samples.
For further information please check www.bluebyte.de

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Ubisoft Blue Byte GmbH
Human Resources
Römerpassage 1
55116 Mainz

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