

Joboffer dated from 12/14/2018

## Junior 3D Programmer [Beyond Good & Evil 2] (f/m)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	55116 Mainz
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

#### 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, state of the art 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", "For Honor", "Skull & Bones", "The Settlers", "Anno", "Far Cry" and many more.

In order to continue delivering highly qualitative and innovative game plays we are looking for an

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**Junior 3D Programmer [Beyond Good & Evil 2] (f/m)**

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



**JOB DESCRIPTION**

- Implement various Graphics Systems for a AAA Game
- Implement tooling related to Graphics Systems
- 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



**QUALIFICATIONS**

- Strong skills in C++
- Good English and Communication Skills
- Strong data structures, logic, algorithms and optimization skills
- Good knowledge of Mathematics (geometry, vector algebra)
- Experience with at least one Graphics API (DirectX, OpenGL, Vulkan etc.) and its corresponding Shading Language
- Good debugging and problem solving skills
- Strong ability for analyzing and extending existing code
- Self-direction and motivation

**Pluses**

- Experience working with C++ Engines
- Knowledge of modern Rendering Pipelines with DirectX 12 or Vulkan
- UI development experience
- Computer science, mathematics, physics or related degree



**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
- 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](http://www.bluebyte.de)

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Ubisoft Blue Byte GmbH  
Human Resources  
Römerpassage 1  
55116 Mainz

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