



# Senior Graphics Programmer [Unannounced Project] (f/m/d)

**Berlin - Full-time - 743999681819886**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999681819886-senior-graphics-programmer-unannounced-project-f-m-d-?oga=true>

The Senior Graphics Programmer (f/m/d) develops graphics functionalities within the engine to develop the best visuals possible.

Further responsibilities include:

- Manage and develop the graphic pipeline for the game
  - Further development of our existing 3D-Engine in context of a AAA game
  - Improve the animation system and/or the terrain and landscape rendering module
  - Enhance global illumination rendering and do general performance analysis and optimization on the graphics level
  - Develop a set of art-team-friendly tools for the creation of game ready assets
  - Draft and streamline game asset creation process for both the art and programming teams
- 
- Bachelor or Master degree in computer science or any other relevant discipline is a plus
  - 5-8 years of professional experience in Graphics Programming preferably (multiple released titles)
  - Excellent knowledge in C++
  - Very good knowledge of advanced mathematics
  - Knowledgeable in a variety of special FX techniques and the latest rendering algorithms
  - Ability to collaborate with artists on graphics techniques
  - Experience in working on existing Engines
  - Very Good debugging and problem solving skills
  - Ability & desire to work as a team player
  - Self-direction and motivation
  - Strong ability for analyzing and extending existing code

- Creativity, ability to challenge the player
- Critical and analytical sense
- Structure and rigour
- Excellent communication and good English skills

#### Pluses:

- Worked on your own 3D engine
- DirectX-knowledge
- Knowledge of Vulkan
- Experience in working on projects with multi-threaded rendering
- Familiar with low level APIs of current gen consoles
- Bachelor or Master degree in computer science or any other relevant discipline

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

#### What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

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](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).