



General Programmer [Rainbow Six Siege] (f/m/d)

Mainz - Full-time - 743999693714529

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At Ubisoft Mainz, we are currently looking for a talented General Programmer to join the amazing Team behind Rainbow Six Siege. In this role you will work in close cooperation with your direct colleagues, leads, the overall development team and third parties in order to develop features and systems for a wide-range of the game's elements. These can include UI support, the game engine, online service as well as middleware used by the production teams. You will also be responsible for developing and maintaining client as well as online services and manage the exchange of data between players and the server/service/game. Besides development our Programmers engage in debugging, profiling and analyzing existing code.

Your Objectives:

- Implementing new features into the game code as well as the online code
- Maintaining existing client code and online service integration
- Discuss, verify and propose code improvements and innovative approaches
- Integrating third party APIs and deliver data interface for presentation code
- Ensure excellent code quality

Your Tasks:

- Clear and structured programming in line with performance, maintenance, modularity, scalability and compatibility requirements
- Evaluate and fix bugs identified by working units and the quality control team
- Analyze existing system features and determine whether they meet project intentions
- Implement the automated testing initiative in order to ensure performance, scalability and reliability of the game's online services
- Work on the design and improvement of the online environments and configurations (components, data load, anti-cheat, etc.) to ensure a working ecosystem
- Compile and understand the network intentions of the project and set out development needs

- Suggest improvements whenever necessary by designing and implementing new systems

- Master or Bachelor degree in computer science, computer engineering or similar
- Excellence in writing well-performing and efficient code
- Very good knowledge of and at least 2+ years of experience in C++
- Ability to profile and analyze code
- Team-player with proactive attitude
- Excellent communication skill and good English proficiency

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

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 <https://mainz.ubisoft.com/en/>