



# Audio Programmer (f/m/d)

**Düsseldorf - Full-time - 743999693762392**

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<https://jobs.smartrecruiters.com/Ubisoft2/743999693762392-audio-programmer-f-m-d-?oga=true>

The employee will design and implement audio features for one or more projects, together with the Audio Designer and / or Audio Lead and under the supervision of the Audio Director. Furthermore, the employee will develop audio tools while working with our proprietary engines as well as the audio middleware Wwise.

- Develop systemic and specific features for several projects
- Develop audio tools in collaboration with Audio Designers and Programmers
- Improve and expand upon existing technology
- Develop future technology beyond state of the art

## Development

- Design, implement, and iterate on new and existing audio systems and audio tools
- Work in C++ on our integrated editor/game development tools
- Advise, review and help making tech reusable for multiple projects

## Collaboration

- Collaborate with Audio Designers, Voice Designers and the localization team to develop systems for audio implementation
- Share knowledge and expertise among the audio team, supporting Audio Designers in finding technical solution
- Work in close collaboration with other programmers, designers, artists and testers to craft high quality, scalable solutions

## Support and Maintenance

- Contribute to maintenance of systems and pipeline
- Support multiple teams within Ubisoft with knowledge and practical help
- Write clear and concise documentation on audio systems and tools developed

## Programming

- 3+ years of professional C++ programming experience in the video game industry
- Familiarity or willingness to learn other languages typically used for tools (e.g. C#, python)
- Experience in programming audio systems and features
- Experience with console development is beneficial
- Debugging, optimization and problem-solving skills
- Tools, workflow and engine development insight
- Ability to accurately predict task duration and understand dependencies

#### Audio

- At least basic knowledge of audio engineering, signal processing and principles of sound
- Interest in audio topics and understanding of audio vocabulary
- Familiar with the creative side of audio
- Experience with Wwise

#### Other

- Fluent in English, both verbally and written

#### Bonus

- Experience with a DAW
- Experience with tools programming, e.g. WPF
- Experience with localization
- Automated testing knowledge
- Network audio synchronization
- Experience in developing audio tools
- Experience in Unity3D

#### Your benefits:

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Possibility to lent bikes for free or lease your own bike
- Subsidized lunch meals, possibility to lent bikes for free or lease your own bike!
- Share ideas! = Working in an innovative and international company

We are offering highly motivating challenges for true team players with a high level of self-initiative. If you are passionate about about games and wish to join an innovative and diverse game development studio, please apply via our career Portal.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).