



Senior Gameplay Programmer [Avatar Project] (f/m/d)

Düsseldorf - Full-time - 743999694181981

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Your tasks:

- Design, implement, test and document the technical aspects of features for a AAA game on PC & console
 - Work together with other international Ubisoft studios
 - Work with game designers and fellow programmers to conceptualize and realize functionality
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- 6+ years of professional experience
 - Experience in video game programming
 - Excellent knowledge in C++
 - Experience in programming robust and efficient code
 - Strong ability for analyzing and extending existing code
 - Excellent teamwork abilities
 - Ability to accurately predict task duration and understand dependencies
 - Great interpersonal and communication skills; we integrate directly with teams around the world
 - Fluent in English

Pluses:

- Experience in AI programming
- Experience in 3C programming
- Experience in client / server based games
- Experience in working on existing AAA engines
- Knowledge of multithreaded development

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
- Subsidized lunch meals, possibility to rent bikes for free 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.

Applications should include the earliest starting date and your salary expectation.

For further information please check www.bluebyte.de and www.ubisoft.com.

Ubisoft Blue Byte GmbH

Studio Düsseldorf

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Sitz der Gesellschaft: Düsseldorf

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