



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

**Berlin - Full-time - 743999694365893**

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As Senior Engine Programmer (f/m), you will be responsible for developing and maintaining low-level systems and overall architecture. You will be working on multiple platforms and in areas such as memory management, loading, streaming, physics, audio, platform specific systems, etc.

Further responsibilities include:

- Work and improve existing Game Engines
- Maintain Engines, tools and other components
  
- 5-8 years of professional experience in Engine Programming preferably
- Many years of experience in creating memory friendly, cache efficient and optimized code in a multithreaded environment
- Able to work with CPU and Memory profiling tools
- Experience in programming robust and efficient code
- Excellent knowledge in C++
- 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

#### Bonus:

- 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).