We are seeking a motivated and skilled Build and Release Administrator to join our team and collaborate with our partner studio on an AAA game project being developed with the Snowdrop™ technology. You will develop, analyze and improve (internal and external) tools and pipelines to automate and streamline the process of build delivery to development, QC and deployment teams. You will be a part of a collaboration-oriented team, with a requirement for great communication skills, to contribute in very meaningful ways to the overall completion of the Avatar Project.

Your Tasks

- Work in close collaboration with other Ubisoft studios to deliver game builds to development, deployment and QC teams
- Assist QC members to create builds from specific data and code
- Develop and improve builds systems for the project and support users of the build systems
- Provide Perforce account support for the teams
- Document and update build creation, management and deployment processes
- Monitor build systems for failures
- Setup of deployment pipelines for consoles
- Routine delivery of game builds teams and stakeholders
- Support with Perforce administration of users, groups, permissions and file types
- Configure and maintain Perforce instances, branch management and integration

Your Profile
- Basic C# / batch programming language experience and Python
- Knowledge of Version Control Management and Continuous Integration systems (e.g. Perforce and Jenkins)
- Experience and understanding of IT systems, Networking, RAID etc.
- Knowledge of Windows Active Directory
- Experience working with large data structures and production tools and able to identify and resolve pipeline bottlenecks
- Good interpersonal and communication skills, using English (written and spoken)

Your Benefits

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruit, discounted gym membership, support for child care
- Subsidized lunch meals, free bike rental or lease your own bike!
- 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.


Ubisoft Blue Byte GmbH
Studio Düsseldorf
Luise-Rainer Str. 7
40235 Düsseldorf

Geschäftsführer: Yves Guillemot
Sitz der Gesellschaft: Düsseldorf
Amtsgericht Düsseldorf HRB Nr. 51772