



Build & Release Programming Intern [The Settlers] (f/m/d)

Düsseldorf - Full-time - 743999703542207

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In order to continue delivering highly qualitative and innovative PC games we are looking for a

Build & Release Programming Intern (f/m/d).

This position will be located at Ubisoft Blue Byte, Düsseldorf (Germany) and limited to six months (internship contract).

Your tasks:

- Working on a AAA title using the Snowdrop technology
- Maintenance of the existing build pipeline
- Supporting developers with versioning software
- Setting up deployment pipelines for consoles

Required experience

- C#/batch programming language experience
- Good debugging and problem solving skills
- Good communication skills and ability & desire to work as a team player
- Strong ability for analyzing and extending existing code
- Passion for making and playing games
- Very good English (spoken and written)

Preferred additional experience

- Experience with C#
- Experience with windows batch-scripting

- [Your Benefits](#)

- 24 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.