



Speculative Application for Senior Gameplay Programmer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999706472626

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The Senior Gameplay Programmer develops gameplay elements which facilitate the playability of the game (the link between the player's actions, character's behavior, and the consequences on the evolution of the game) and complex gameplay mechanisms.

Further responsibilities include:

- Implement and optimize the interaction controls and systems with the game designer to ensure fluid playability
 - Use prototyping techniques to demonstrate the validity/invalidity of a gameplay idea
 - Determine and fix the gameplay bugs detected by the production and quality control teams
 - Establish the technical possibilities for the different gameplay features
 - Analyse and understand the game design documents in order to define the required features and game systems that must be developed in the engine
 - Validate and verify if the newly developed systems meet project intentions and are coherent with the existing code
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- Bachelor or Master degree in computer science or any other relevant discipline is a plus
 - 7+ years experience in Gameplay Programming preferably
 - Experience in programming robust and efficient code
 - Excellent knowledge in C++
 - Experience in working on existing Engines
 - Experience with online gameplay
 - Ability to work efficiently with large, existing code bases
 - Familiarity with game-related 3D mathematical concepts;
 - Excellent communication and good English skills
 - Ability to work well as part of a team

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
- 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.

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