



Generalist Programmer [Beyond Good and Evil 2] (f/m/d)

Mainz - Full-time - 743999713189559

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999713189559-generalist-programmer-beyond-good-and-evil-2-f-m-d?oga=true>

Beyond Good & Evil 2 is an action-adventure sci-fi RPG and set in the same universe as Ubisoft's original cult classic. Join the crew at Ubisoft Mainz and help us create the best possible experience for our players.

As Generalist Programmer you will act as the hub between game design and programming and ensure that our games offer an overall great player experience. You should be approachable and enthusiastic when it comes to discussing requirements and translating designs into an actual playable game. This role will constantly challenge your technical knowledge and creativity as you both evaluate and push the limits of what is technically possible.

Your responsibilities:

- Implement various gameplay systems and tools for a AAA game
- Act as a service-oriented ambassador of engineering to the rest of the team
- Work with our game designers and programmers to evaluate technical possibilities, conceptualize and realize game features and functionality and create the best possible player experience
- Ensure that newly developed features and systems meet expectations and are coherent with existing code
- Make use of iterative prototyping to demonstrate the validity of gameplay features
- Analyze and understand the game design in order to define required features and game systems - Suggest improvements whenever necessary by designing and implementing new systems or modifying existing systems
- Identify and resolve bugs reported by people from other disciplines, the quality control team and your peers
- Champion core game values, especially 'gameplay first'

What it takes to make it

- Degree in Computer Science, Mathematics, Physics or equivalent
- Strong skills in C++. (C# and WPF are a plus)
- Strong data structures, logic, algorithms, and optimization skills
- Experience in the design and implementation of various game systems, such as game object management, AI, pathfinding, scripting, combat, and online networking preferred
- Strong ability for analyzing and optimizing existing systems
- Great verbal and written communication skills in English
- Self-motivated team player and good experience working closely with game designers
- Passion for video games and technology

Any relevant code/work samples you can provide are highly appreciated

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, expected salary and why you would like to join us.

For further information, please check <https://mainz.ubisoft.com/en/>