Lead Programmer [Rainbow Six Siege] (f/m/d)

Mainz - Full-time - 743999717025779

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Rainbow Six: Siege is the latest installment of the acclaimed first-person shooter franchise, developed for PC and consoles. It is one of the leading tactical online shooters with a strong focus on eSports. The teams at Ubisoft Mainz and Ubisoft Düsseldorf are working as a co-developer with the Lead Studio in Montreal, contributing a range of game features and live content.

Ubisoft Mainz is currently looking for an experienced Lead Programmer, who will drive the development of features and organize the work of the local programming team of Rainbow Six Siege. You will be responsible for the overall architecture evaluation of game systems, as well as fostering a good climate within the team to enable people and invest in their development.

Your responsibilities include:

- Ensure smooth development & high code quality of game features
- Plan & manage programming resources and their work
- Coordinate & connect different tech areas and other stakeholders to ensure comprehensive feature development
- Act as go-to person for tech questions of the project - e.g. related to engine, tools, services, APIs
- Identify, solve and escalate technical risks early and connect all involved parties to solve them before becoming critical
- Share tech information with all project parties to give high visibility on status quo and development progress

Your tasks include to:

- Lead the design and development of architecture and features
- Plan and evaluate the work performed by team and analyze the impact on the project
- Mentor, manage and regularly review team members to establish a cohesive and effective team

- Design, implement and maintain game and engine systems.
- Implement and optimize engine systems and game features in C++.
- Set priorities and plan the roadmap and tasks for team members to achieve objectives set by producers in good time and to high quality.
- Identify risks and opportunities presented during the development and provide solutions to resolve potentially complex problems

- Experience leading a team in achieving development objectives
- 5+ years of development experience and shipped at least 1 title
- Master, Bachelor or equivalent in computer science or engineering is a plus
- Experience in development with Console SDKs (PS4 and Xbox)
- Strong programming skills in C++
- Proficient in refactoring and optimizing existing systems
- Excellent debugging and problem solving skills
- Understanding of multi-threaded principles
- Ability to work efficiently with a large, existing code base
- Excellent communication skills and ability to work in a team.
- Comfortable planning tasks and dependencies for yourself and team members

Your benefits:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 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 Mainz 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.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- 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.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-

minded professionals in an international team, please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, your salary expectations and why you would like to join us.

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