



Lead Programmer [Skull & Bones]

Berlin - Full-time - 743999719372756

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As Lead Programmer you will work closely with your team to support them driving the development of different features. You will oversee the architecture of various game relevant systems, as well as fostering a good climate within the team to enable people and invest in their development. You will be working closely with other leads and people from different disciplines as well as the lead studio, using agile methodologies to drive the work.

Further responsibilities include:

- Lead a team of interdisciplinary programmers
 - Mentor, manage and regularly review team members to continue building a cohesive and effective team
 - Foster a healthy collaboration of the various programming groups within the team together with the project leadership group
 - Spearhead the design and development of architecture and features within the mandate scope
 - Oversee and engage in architectural and systemic direction that is in line with the internal team as well as the lead studio
 - Work within the project core team to align on priorities, roadmap projection
 - Identify risks and opportunities presented during the development and provide solutions to resolve potentially complex problems
 - Enable the team to be successful in delivering quality and growing with their responsibilities
 - Help the team to define and plan the work
 - Where needed, support your team actively in achieving set goals/work
 - Identify and self-responsibly drive your own work
 - Maintain a healthy collaboration and communication with the lead studio
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- Reliable lead and team player with a bottom-up approach and servant leadership mindset
 - Experience leading a team in achieving development objectives
 - 5+ years of development experience and shipped at least 1 title
 - Solid knowledge of C# and/or Java, proficiency in C++
 - Proficient in refactoring and optimising 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
- Ability to form technical designs based on requirements of other departments (Game Design, Art, Gameplay etc.)
- Excellent verbal and written interpersonal skills in English
- Willing to relocate to Berlin, Germany

Pluses

- Experience in development with Console SDKs (PS4 and Xbox)
- Knowledge of work related to scalable backend architecture (experience with microservices, databases, deployment)
- Master, Bachelor or equivalent in computer science or engineering

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, company pension scheme
- Share ideas! = Working in an innovative and international company
- Mobility Budget for public transportation, bike leasing or car park spots

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.