Senior Engine/Animation Programmer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999738602309

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Are you interested to be part of creating a new animation system that has no legacy to maintain? This is your chance to make it right from start. You can be a critical part of creating this new system from scratch and seeing in implemented in a new unannounced project.

The Mission

We are looking for a Senior Engine/Animation Programmer to join our studio for an exciting unannounced project here in Berlin, Germany

As an Engine/Animation Programmer, you will join our team with a focus on creating core systems on which world-class data-driven gameplay systems are built. Using your extensive knowledge of algorithms, data structures and data-oriented methodologies you'll help us develop blazingly fast, yet flexible control systems. As we work in cross-functional teams within the project, you will be interacting with people from many other disciplines and follow agile methodologies to push your work forward.

Our Plan

We know you have fantastical powers and for us it is important you get to show your magic. To do this, we are creating strong autonomous teams with independent decision-making, and freedom to try out new things and show why it works. For us it is important that you get to shine by being creative: to make your own choices, poke holes in things when required, to navigate through known pitfalls and care for your craft by honouring your commitments.

In this role, you'll be joining the Animation System team and report to a Lead Animation Programmer. As Ubisoft is a global company, this team exists across several studios, who cooperate closely on ground-breaking systems. The team is currently small and growing, but you will also work with other programmers and members from other teams such as animators and technical game designers. It will be important to understand their needs, to share best practices and provide mentorship as needed on how to author gameplay systems – in code and in data.

What you'll bring

- Have an interest in building systems that drive gameplay animations.
- Are self-motivated and have a creative mindset to problem solving in code.
- Have solid understanding of modern C/C++, including refactoring, optimization, debugging and testing.
- Are used to work on large data-driven systems.
- Have a genuine interest in game development and a big curiosity for the games industry.
- You are used to working in an international environment and to express yourself fluently in English.

We want to build a studio in which everyone feels inspired, empowered and connected. We believe people 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 an employee 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

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