



Tools Programmer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999739681734

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As a Tools Programmer, you will join our team to develop systems supporting artistic creation. You will work in close relation with artists and technical artists to improve our tools to shape the future of Ubisoft asset pipelines & workflows.

What you will do

- Work closely with other programmers to build functional systems following existing and new technical designs
- Develop and maintain tools' backend and assist the development of frontends for it
- Design efficient interfaces to better interconnect with existing and new systems
- Document the work to transfer knowledge and enable users (from other crafts) to understand how to use the new systems and functions

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. Collaborating with multiple productions and teams across Ubisoft, the most important quality for us is to be a strong team player with a resilient and positive attitude.

What you bring

- Good understanding of modern C/C++
- Some knowledge of Python
- Good knowledge of mathematics and geometry
- Ability to collaborate with the content teams to reach the highest possible visual quality
- Ability to work in large teams, and with teams working remotely, sometimes in different time zones
- Excellent communication skills in general, as well as written and spoken English
- Curiosity about cutting edge technology and the desire to expand and share new insights

Bonus points for

- Experience with tool development in close collaboration with artists
- Experience working with digital content creator software (Maya, 3D Max, Houdini) and their APIs

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:

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 approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- 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.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

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