



Online Programmer [Snowdrop] (f/m/d)

Düsseldorf - Full-time - 743999810495989

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As our new online programmer, you will join the Snowdrop Game Engine team and be a part of a larger production technology department.

About Production Technology at Ubisoft

At Ubisoft, there are no limits to creativity. Innovation comes from every corner and our game teams are constantly pushing the boundaries of technology to transform ideas into fantastical worlds.

To bolster their efforts, Ubisoft's Production Technology department is a transversal group that unites more than 400 experts across the company around a mission to develop the best tools and technologies that enable our studios to bring their visions to life.

From designing our proprietary game engines and state-of-the-art middleware solutions used by our worldwide developer community to leverage the latest machine learning breakthroughs in R&D, Production Technology team members don't just help Ubisoft creators make games: they work together to pioneer innovations that change the way games are made.

About Snowdrop

The Snowdrop engine is efficient and flexible, enabling relatively small teams to create ambitious AAA games. At the core of the Snowdrop engine, we want to empower the developers.

The Snowdrop engine, with its flexible and empowering tools, has helped develop a number of Ubisoft titles such as The Division, The Settlers, and South Park.

Your Impact

- You will be part of a team, working on transferring technology from existing modules into micro-services."
- You will be developing Unit test scripts
- Design and Implement micro services

- Work closely with a graphics programmer to adapt compute shaders to a micro service
- 5 years experience with substantial project work in software development
- Open to new ideas and ways of doing things
- Self-motivated with a positive “can-do” attitude
- Strong knowledge in C++
- Proficient in technical documentation
- Basic knowledge of Cloud features (either AWS or Azure)
- Ability to understand and develop on serverless architecture
- Experience in Games Development
- Have worked with CUDA and/or graphics APIs in the past.
- Languages - C++, Python,
- API's, Frameworks - Capt'n Proto, CUDA
- Microservices design patterns e.g. CQRS

What We Bring

We offer an opportunity for you to create and improve a cutting edge game engine and join an industry leader.

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- 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€
- All Legal residents of Germany are entitled to free public healthcare

For further information please check <https://duesseldorf.ubisoft.com/en/> and www.ubisoft.com/snowdrop