



# Senior Graphics Programmer - [Snowdrop] (f/m/d)

**Berlin - Full-time - 743999952307275**

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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 Avatar: Frontiers of Pandora, Star Wars Outlaws, The Division and South Park.

As Senior Graphics Programmer, your mission will be to develop and maintain graphics techniques within the engine to create the best visuals possible.

The role can be filled in Dusseldorf or Berlin.

What you will do:

- Bring console level graphics quality to new platforms
- Optimize existing rendering technology
- Ability to own and drive development of selected features together with a team
- Collaborate with other Ubisoft studios to extend the capabilities of our in-house rendering technology
- Develop rendering systems that enhance the visual quality, are scalable and fit into defined budgets
- Establish and maintain workflows that allows the content teams to use the developed systems

What you bring:

- Mentioned as graphics programmer or similar role in at least one AAA title
- Knowledge of a broad range of rendering algorithms, special effects and related technology
- Knowledge of low-level graphics APIs (D3D12/Vulkan/AGC/NVN/Metal) and shading languages (HLSL/GLSL/PSSL)
- Hands on experience with a variety of graphics profiling and debugging tools (PIX, Razor, nSight)
- Strong skills in C/C++
- Debugging and problem-solving skills
- Ability to collaborate with the content teams to reach the highest possible visual quality

- Being a team player by heart
- Self-direction and motivation
- Excellent communication and good English skills

Nice to have:

- Experience with platforms where performance/bandwidth restrictions exist
- Understanding of hardware architecture and details

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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up To 350€ Childcare Support Per Child Per Month: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- Company Pension Scheme
- Gym Subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- 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
- Hybrid Work Model: Provides the flexibility to combine working from the studio and your home within Germany
- 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 Düsseldorf region
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://duesseldorf.ubisoft.com/en/>