



# Senior 3D Programmer [Beyond Good And Evil 2] (f/m/d)

**Mainz - Full-time - 744000027602411**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000027602411-senior-3d-programmer-beyond-good-and-evil-2-f-m-d?oga=true>

Beyond Good And Evil 2 is an action-adventure sci-fi RPG set in the same universe as Ubisoft's original cult classic. You can now join our crew at Ubisoft Mainz to help us shape this amazing project with cutting edge graphics.

As a Senior 3D Programmer, your mission will be to develop and maintain graphics techniques within the engine to create the best visuals possible.

## 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:

- Experience as a 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
- Bachelor's degree in computer science, computer engineering, physics, mathematics or

equivalent experience will be a plus

- Practical Experience with UI Rendering will be a plus
- Practical Experience with Volumetric Rendering will be a plus
- Experience with Console Development and Optimization will be a plus

#### What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- Any relevant code/work samples you can provide are highly appreciated

#### 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
- 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
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

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