



# **(Intermediate/Senior) Backend Programmer [Unannounced Project] (f/m/d)**

**Berlin - Full-time - 743999692810270**

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The Backend Programmer is responsible for developing online services for the game and providing integration APIs for game clients and/or servers.

Further responsibilities include:

- Developing backend parts of game specific features
- Integrating monitoring solutions for the infrastructure
- Performing security audits over user data
- Creating systems for dedicated servers provisioning
- Continuously improve the fidelity of the online experience (anti-cheating, wait times etc.)
- As well as other tasks related to Backend Programming

General job requirements

- Master or Bachelor degree in Computer Science or any relevant qualifications with a strong technical background
- Solid knowledge of C# and/or Java, proficiency in C++
- Knowledge of relational and NoSQL databases (MySQL, MongoDB, Redis)
- Excellent communication and good English skills
- Passion for Games
- Self-motivated and autonomous attitude to work
- Desirable:
  - Experience in developing highly data-driven applications

Job level specific requirements:

- Intermediates (~ 3-5 years of experience):
  - Familiarity with techniques for creating a scalable backend architecture
  - Experience with common stacks of deployment and monitoring tools
  - Ability to form technical designs based on requirements of other departments (Game Design, Art, Gameplay etc.)
  - Desirable:
    - Experience developing containerized applications
    - Experience with Cloud orchestration tools (Kubernetes/Docker Swarm)
    - Experience creating sets of integration and load tests for backend infrastructure
- Seniors (~ 8+ years of experience):
  - Expertise with techniques for creating a scalable backend architecture
  - Experience with common stacks of deployment and monitoring tools
  - Experience developing containerized applications
  - Experience with Cloud orchestration tools (Kubernetes/Docker Swarm)
  - Experience creating sets of integration and load tests for backend infrastructure
  - Ability to guide and mentor other programmers
  - Ability to form technical designs based on requirements of other departments (Game Design, Art, Gameplay etc.)

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. The most important quality for us is to be a strong team player with a resilient and positive attitude.

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers 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 a developer 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. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).