



Senior Gameplay Programmer [Avatar Project] (f/m/d)

Düsseldorf - Full-time - 743999694181981

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Your tasks:

- Design, implement, test and document the technical aspects of features for a AAA game on PC & console
 - Work together with other international Ubisoft studios
 - Work with game designers and fellow programmers to conceptualize and realize functionality
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- 6+ years of professional experience
 - Experience in video game programming
 - Excellent knowledge in C++
 - Experience in programming robust and efficient code
 - Strong ability for analyzing and extending existing code
 - Excellent teamwork abilities
 - Ability to accurately predict task duration and understand dependencies
 - Great interpersonal and communication skills; we integrate directly with teams around the world
 - Fluent in English

Pluses:

- Experience in AI programming
- Experience in 3C programming
- Experience in client / server based games
- Experience in working on existing AAA engines
- Knowledge of multithreaded development

Your benefits

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Subsidized lunch meals, possibility to rent bikes for free or lease your own bike!
- Working in an innovative and international company

We offer a highly interesting challenge for a team player including the possibility to show personal initiative.

Applications should include the earliest starting date and your salary expectation.

For further information please check www.bluebyte.de and www.ubisoft.com.

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

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Sitz der Gesellschaft: Düsseldorf

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