



Lead Programmer [Rainbow Six Siege]

(f/m/d)

Mainz - Full-time - 743999708844979

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At Ubisoft Mainz, we are currently looking for a talented Lead Programmer (f/m/d) to join the amazing Team behind Rainbow Six Siege. In this role you will guide a group of skilled and inspired programmers who develop technology critical to the creation, operation and expansion of new features for Rainbow Six Siege. Your vision for and deep understanding of your team's activities will allow for its continuous and growing contribution to the game's ecosystem and success.

Your Objectives:

- Ensure a smooth operation of the development team and excellent code quality
- Foster talent growth and skill development across the team
- Take high-level planning and directives and provide sprint planning for the team, considering resource availability and expertise
- Coordinate and strategize together with the Technical Lead
- Work with different teams and other stakeholders to ensure comprehensive development of our features

Your Tasks:

- Create short-term planning for the team and provide visibility to production and other leads
- Meet with the team to discuss and help with their assigned tasks on a daily basis
- Help the team highlight, solve, or escalate issues during development
- Communicate regularly with the Technical Lead to identify architectural issues and challenges that may have be tackled project-wide or across multiple projects
- Communicate regularly with leads from other disciplines to plan ahead, identify risks and deliver on time
- Work with production and the rest of the leadership team on long-term planning
- Mentor, manage and regularly review team members to establish a cohesive and effective team

- Experience leading a team in achieving development objectives
- Comfortable planning tasks and dependencies for yourself and team members
- 5+ years of development experience and shipped at least 1 title
- Master, Bachelor or equivalent in computer science or engineering is a plus
- Experience in multiplatform development
- Strong programming skills in C++
- Proficient in refactoring and optimizing existing systems
- Excellent debugging and problem solving skills
- Ability to work efficiently with a large, existing code base
- Excellent communication skills and ability to work in a team

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

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. The application should include your resume, a cover letter including your earliest starting date, and why you would like to join us.

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