



Build Engineer [Uplay PC]

Düsseldorf - Full-time - 743999718497171

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As part of the tools & build team, you will be involved in the development, maintenance and improvement of features and components throughout the full spectrum of our build and automation pipelines and toolchains. You will be using a variety of technologies and programming languages, including but not limited to Python, Gitlab, Jenkins and backend solutions.

You will work closely with a multi-disciplinary team of programmers, designers and testers where everyone is willing to share their knowledge and are encouraged to evolve every day. The team spans across several countries and is characterized by passion, collaboration and the love for PC gaming.

You will also have the option to visit and work from collaborating studios.

Responsibilities:

- Write clear, modular and maintainable code
- Develop and extend our existing build, deployment and testing pipelines
- Participate in feature task forces
- Test, debug, profile and maintain existing code
- Improve and extend build management systems

You as a person:

You are seeking the opportunity to contribute your own passions to one of the biggest gaming platforms while expanding your experience and knowledge.

Longing to be part of a fun, creative and passionate workplace? We can offer you this and more in an open and friendly environment where you will work with some of the best craftsmen in the industry. Are you up for it? Come aboard for the ride!

Qualifications

- 3+ years of professional programming experience
- fluency in a general-purpose scripting language (preferably Python, JavaScript)
- experience with modern CMake, gitlab, jenkins, ci/cd, git, test frameworks, package management, virtualization (Docker)
- knowledge of the modern C++ build environment (compiler, linker, libraries, objects, etc.) is a big plus
- Basic knowledge in C# or Java is a bonus
- Experience with AWS is a bonus

What we want to offer you:

Our recipe for international success is a blend of diversity and a pioneering spirit

Boldly challenging the status quo, our teams bring tons of experience to AAA games across various platforms and love to develop cutting-edge technologies. Looking to innovate game development in a diverse, fun and collaborative studio with over 30 years of history? Join us.

- 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.

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