



Online Programmer [Rainbow Six Siege]

Mainz - Full-time - 743999719641178

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The Online Programmer is responsible for developing in-game online services using both existing Ubisoft online infrastructure, as well as Rainbow Six-specific infrastructure, working together with game designers, UI front-end programmers and systems programmers and the Ubisoft Online Technology Group.

The key responsibilities include:

- Managing the interchange of data between players and the server/services/game, ensuring an unobstructed online experience for all players.
 - Providing access to the online architecture to presentational programmers.
 - Assist in the development of innovative solutions to enrich the online gaming experience of players.
 - Program and optimize systems, such as storefront data and player progression systems.
 - Work with surgeon-like precision and care, on our live systems and frameworks.
 - Continuously work together with architects and technical leads on identifying and improving existing systems.
 - Continuously work together with designers and technical leads to identify new opportunities.
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- Master or Bachelor degree in Computer Science or any relevant qualifications with a strong technical background
 - 3+ years of professional experience.
 - Strong C++ skills
 - Excellent communication and good English skills

Nice to have:

- Deep understanding of game development process and practice.
- Experience in on-demand cloud computing platforms (AWS/Azure/etc)
- Strong Python proficiency is a plus

- Proven leadership and coaching skills is a plus
- Expertise in online test framework and architecture
- You are hard-working with a focus on quality
- You are enthusiastic of finding new opportunities, and you drive for change.
- You are strongly co-operative; you work together towards the best result imaginable.
- Asset: You are enthusiastic about your field(s) of expertise, and are action-oriented towards your work.

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? 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 mainz.ubisoft.com