



Generalist Programmer [Skull & Bones and Unannounced Project]

Berlin - Full-time - 743999719830495

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As a Generalist Programmer you will develop systems that touch a wide-range of game development areas, and collaborate not only with specialist Programmers in these areas, but also with those from other disciplines. Potential collaborations might involve working with:

- Gameplay Programmers and Designers to realise new game features
- Backend Programmers to define client-server communication protocols
- UI Programmers to supply screens with necessary data, or help with layouts and populating views with data
- Artists and Engine/Tools Programmers to create new content creation workflows
- Production to scope and plan feature development

As well common programming duties such as:

- Reviewing the work of other Programmers
- Creating and maintaining technical documentation
- Debugging and profiling code on multiple platforms
- Managing and mentoring individuals within the Programming Team

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.

General job requirements

- Strong C++ skills
- Experience with different programming patterns and abstractions
- Understanding of the code performance and memory-usage implications
- Understanding of the advantages/disadvantages of common programming patterns and

abstractions

- Understanding of multithreaded environments and how to work within them
- Familiarity with working in large code bases
- Ability to work in large teams, and with teams working remotely, sometimes in different time zones
- Excellent communication skills in general, as well as written and spoken English
- Curiosity about cutting edge technology and the desire to expand and share new insights

Nice to have

- Experience with C++ in a game development context
- Experience in architecture of complex systems
- Experience on multiplatform projects, including consoles

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 and www.ubisoft.com.