



C++ Programmer - Game Distribution [Ubisoft Connect] (f/m/d)

Düsseldorf - Full-time - 743999733659080

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<https://jobs.smartrecruiters.com/Ubisoft2/743999733659080-c-programmer-game-distribution-ubisoft-connect-f-m-d?oga=true>

You will be a part of the production team for Ubisoft Connect PC & Access, where you will be involved in the development of features and components related to uploading and downloading game builds from our infrastructure.

You will be using a variety of technologies and programming languages, including but not limited to C++ and web technologies throughout the full spectrum of technology from player-facing solutions to server infrastructure.

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

As part of the team, you will develop, design and deploy distributed backend services, internal tools and player-facing applications that form the full flow from uploading Ubisoft PC titles to downloading them on a player's machine. These solutions are developed with focus on high availability, low latency and scalability.

- Write clear, modular and maintainable code
 - Work on the server backend, internal tools and the client codebase of Ubisoft Connect. This covers topics such as: game data distribution, network architecture, database management, game related data management, server monitoring, API integrations.
 - Be part of an agile team and do the technical design and implementation/improvements of new features.
 - Testing, debugging, profiling and maintaining existing code.
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- 2+ years of professional programming experience

- Highly confident in C++11 or newer
- Confident in working with REST APIs
- Knowledge in at least one of following: WinAPI, Protocol Buffers, Network Architecture, Backend Services, TypeScript, JavaScript, Databases (SQL)

Nice to have:

- Python
- HTML
- Network Security
- AWS
- Akamai
- Jenkins

Your benefits:

- Relocation Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays
- Healthcare and life insurance
- Company Pension Scheme.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- Up to 350€ childcare support per child per month.
- Discounted Games.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.

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.