



# C++ Programmer [Snowdrop] (f/m/d)

**Düsseldorf - Full-time - 743999750772945**

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Snowdrop

The Snowdrop engine is efficient and flexible, enabling relatively small teams to create ambitious AAA games. At the core of the Snowdrop engine, we want to empower the developers.

When using Snowdrop, the artists, the designers and the animators have full power and control over the engine to achieve their ideas and vision. Snowdrop is a dynamic and interconnected system, which makes it intuitive and very easy to use.

The Snowdrop engine, with its flexible and empowering tools, has helped develop a number of Ubisoft titles such as The Division, The Settlers, and South Park.

What You'll do

As our new C++ programmer your role is to create the technical backbone of the game and production pipeline.

You provide the development teams with technical solutions to carry out their vision and intentions into the game. You will develop engines, tools and systems to ensure optimal and sustainable technical performance of the game and its pipeline.

- Develop the engine, tools and systems used for production development
- Analyze the production team's needs and create sustainable and reusable solutions
- Develop systems to realize the game vision
  - Create generic systems to handle the game features (AI, physics, sound etc.)
  - Supply the tools required to integrate the teams' work
- Create and maintain the existing code base while following code guidelines
  - Write new systems in a clear and structured manner
  - Debug, repair and extend existing systems
- Collaborate with other team members for transferring knowledge
  - Comment and document code
  - Formulate and accept criticism constructively during code and system reviews

What you bring

- Good knowledge of and years of practical experience with C++
- Demonstrate efficient analytical skills
- Ability to work with large, existing code bases
- Good English oral and written communication skills
- At least 2 years of industry experience, a shipped title is a plus
- Bachelor or Master degree in computer science or any other relevant discipline is a plus

## What we Bring

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- 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.
- German classes for free. Main language in the studio is English.
- All Legal residents of Germany are entitled to free public healthcare

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com/snowdrop](http://www.ubisoft.com/snowdrop)