



Automation Engineer (f/m/d)

Düsseldorf - Full-time - 743999778706707

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You will be building and establishing an automation test strategy for one of our unannounced game titles in collaboration with the team's testing and Build & Release departments. This includes managing the close collaboration with the quality assurance team and developers for a successful implementation.

You will also be responsible for reviewing existing solutions and providing feedback to the different stakeholders.

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

As an Automation Engineer, you contribute to create, build and improve an automated testing setup to guarantee a certain level of quality and decrease the manual testing efforts throughout the game's development and deployment.

Your Impact

- Create an automation test framework for internal games, applications, and services within the game and Ubisoft's environments
 - Develop functional tests for multicomponent games and applications
 - Implement test solutions to the test workflow
 - Closely collaborate and exchange with testing, development and external teams
 - Engage and support when encountering issues in the process
 - Actively participate in the centralized discussions and efforts towards global automation strategy of Ubisoft
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- 2+ years of experience in Quality Assurance in the area of automation
 - Broad knowledge on different programming and scripting languages like C#, C++, Python
 - Good knowledge of different test frameworks, like Selenium, Ranorex
 - Experience with different versioning systems, preferably Perforce
 - Experience with XML / JSON processing
 - Experience in the development of functional testing and test frameworks
 - Experience with continuous integration tools and build pipelines like Jenkins, team city, Bamboo
 - Good oral and written communication in English

Bonus:

- Knowledge of streaming technologies
- Knowledge of Cloud solutions
- Knowledge of Packaging Systems (zip, nu-get, chocolatey)
- Experience of working with unit tests
- Experience in REST API testing
- Experience working in Linux
- Experience with signing and fingerprinting

Studio Life

Looking to be part of a fun, creative and passionate workplace with a great work life balance? In our open, international and friendly environment you will work with some of the best craftsmen in the industry. Our state of the art studio will inspire you to go above and beyond to create experiences that will stay with the players.

Living in Düsseldorf

Düsseldorf is a very multi-national city close to the border of Germany famous for its Japanese culture. A Japanese gardens, "Little Tokyo" area for Asian cuisine, and celebrating Japan Day along the River Rhine are a part of it's charm. Art Galleries and Museums can be found as well as the "Old City" - a lively area of bars and restaurants amongst traditional German architecture.

Two hours from Paris, Amsterdam, the UK & Hamburg - an excellent location to explore Europe even on a weekend. Nature parks offer a sanctuary for those needing a break from city life. More suburban areas surround the city for those looking for a more relaxed pace.

- Relocation and Visa Support
- Flexible work hours and work/life balance
- Monthly travel budget
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Health Insurance (50% contribution paid by Ubisoft) and paid sick days
- Pension Scheme
- Gym subsidy
- Monthly childcare budget
- Discounted games & more