



Senior Engine Programmer [Snowdrop] (f/m/d)

Düsseldorf - Full-time - 743999786383449

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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 Graphics Programmer you get the opportunity to create the technical backbone of the game and production pipeline.

Through a focus on visualization related technologies, from low-level to high-level, you provide all the development teams with technical solutions to produce and carry out their vision and intentions into the game.

You will develop engines, tools and systems to ensure optimal and sustainable performance of the game and pipeline.

- Provide and maintain the technical foundations for visualization features that assist our AAA production in creating memorable experiences for our players
- Research, design, implement and maintain graphics modules with a strong focus on performance, target platform budget and reusability.
- Work on multiple platforms in areas such as rendering api, asset processing, terrain and other environment systems, lighting and special effects like post-processing and particles.
- Maintain and extend the existing graphics frameworks, safeguarding and improving stability and performance

- Work with the team on realizing their game vision while maintaining the time, frame and memory budgets
- Analyze and improve performance and memory footprint of graphics and pipeline features for all target platforms.
- 5+ years of experience in Graphics Programming, Engine Programming or 3D programming
- Strong C++
- Experience with current rendering APIs (DirectX 12, Vulkan, Metal)
- Knowledge of industry standard CPU and GPU architectures
- Good knowledge of advanced mathematics
- Solid understanding of multi-threading rendering architectures
- Experience with game engines
- Good oral and written English

What We Bring

We offer the opportunity to work on the core of the Snowdrop Game Engine, developing a completely new area of the engine.

- 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
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- 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€
- All Legal residents of Germany are entitled to free public healthcare

For further information please check www.bluebyte.de and www.ubisoft.com/snowdrop