



# Gameplay Programmer [Avatar: Frontiers of Pandora] (f/m/d)

**Düsseldorf - Full-time - 743999786392781**

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As our new Gameplay programmer you will be focused on AI and NPC behavior.

As a part of our gameplay team, you will be implementing gameplay features and functionality for the Avatar Project on PC and Console in C++ using our Snowdrop Engine.

You will write high performing, robust code, extend and improve NPC behaviors and modify and maintain existing systems all in collaborating with other team members.

- Design, implement, test and maintain the simulation and behavior of NPCs in collaboration with other programmers and designers for a AAA game on PC & console
- Analyze and understand game design to define required features and game systems to be developed
- Ensure that newly developed features and systems meet expectations and are coherent with existing code and architecture
- Collaboration with teams to create the best possible player experience.
- Implement and optimize systems in C++ with designers
- Make use of iterative prototyping to demonstrate the validity of gameplay features
- Plan your schedule effectively using SCRUM/AGILE methodology
- Participate in code reviews throughout development to ensure that code meets the standards

Our new team member would have a high degree of self-motivation and initiative. You'll be able to communicate well and have a keen eye for NPC Behaviour.

As a passionate and valued gameplay programmer on the team you will be positive and forward thinking and be able to anticipate the needs of your project.

- Master or Bachelor's in computer science or engineering (or equivalent experience)
- Strong programming skills in C++
- Applied knowledge of AI, NPC behaviors and gameplay system
- Proficient in refactoring and optimizing existing systems
- Good debugging and problem-solving skills
- Understanding of multi-threaded principles

- Ability to work efficiently with a large, existing code base
- Excellent communication skills and ability to work in a team
- Comfortable planning tasks and dependencies

## What We Bring

We offer the opportunity to work on a brand-new IP from Ubisoft, where you will get the chance to put your own mark on the game!

- 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](http://www.bluebyte.de)
- [www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/](http://www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/)