



# Senior AI Programmer [Unannounced Project] (f/m/d)

**Berlin - Full-time - 743999807066227**

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AI Programmers are responsible for designing and implementing the systems behinds NPCs and other elements in the game which are not controlled by the player.

What you'll be doing

- Implement and optimize existing AI systems, such as Behaviour Trees, Finite State Machine, Utility Systems, etc
- Communicate with designers to make sure the AI systems in the engine support their requirements
- Investigate and fix the bugs detected by the production and quality control teams
- Establish the technical possibilities for the different features
- Explore and understand the game design documents to define the required features and game systems that must be developed in the engine
- Validate and verify if the newly developed systems meet project intentions and are coherent with the existing code

What you'll bring

- Three or more years of experience in the game industry.
- Experience working with AI systems (Behaviour Trees, Finite State Machine, GOAP, Pathfinding, etc)
- Experience in programming robust and efficient code
- Excellent knowledge in C++
- Experience in working on existing engines
- Ability to work efficiently with large, existing code bases
- Excellent communication and good English skills
- Ability to work well as part of a team

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

Your benefits:

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- 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€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

For further information please check [bluebyte.de](https://bluebyte.de) and [berlin.ubisoft.com](https://berlin.ubisoft.com)