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

## Berlin - Full-time - 743999807463193

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The Role

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

- 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 and berlin.ubisoft.com