



Lead Engineer DevOps [Build & Release] (m/f/d)

Düsseldorf - Full-time - 743999840973501

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999840973501-lead-engineer-devops-build-release-m-f-d-?oga=true>

Joining DevOps / Build & Release, a division of Ubisoft, you will be supporting game productions and tech teams in all their needs with build systems, version control and automation for their projects. Our goal is to enable the projects to do their work as efficient as possible.

As Lead Engineer DevOps (m/f/d) you are responsible for a team of programmers, automation engineers and backend configurations specialists. You manage the communication at different levels of technological expertise whilst ensuring development resources are optimized. You are actively involved in shaping the technological vision of the department and extending our CI/CD system.

What you will do:

- Lead and mentor a dedicated team of programmers for CI/CD and automation tech
- Guide the technological development of the CI/CD system
- Maintenance and improvement of the existing build pipeline
- Setting up deployment pipelines
- Task planning and prioritization with the team
- Being a role model and example for code quality and technical approaches
- Gather and maintain internal and external stakeholder requirements
- Recruitment of additional talent for the team

What you bring:

- 5 years of professional experience in IT projects
- Experience with CI/CD Pipelines
- Experience with stakeholder management
- Programming experience
- Excellent English communication skills
- A service and customer-oriented mindset

Nice to have:

- Previous experience in managing a team of engineers
- Good debugging and problem-solving skills
- Experience with C# or Python
- Experience with Perforce or Git
- Experience with deployments on game console platforms
- Fluency in French or German

What to send our way:

Your CV, highlighting your education, experience, and skills

A cover letter including your earliest starting date, expected salary and why you would like to join us

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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up To 350€ Childcare Support Per Child Per Month: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- Company Pension Scheme: We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Gym Subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English And German Classes For Free: Good to know: Our main language in the studio is English
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you
- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the Düsseldorf region
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://duesseldorf.ubisoft.com/en/>.