



# Technical Director [Beyond Good And Evil 2] (f/m/d)

**Mainz - Full-time - 743999948730663**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999948730663-technical-director-beyond-good-and-evil-2-f-m-d?oga=true>

Beyond Good And Evil 2 is an action-adventure sci-fi RPG set in the same universe as Ubisoft's original cult classic. You can now join our crew at Ubisoft Mainz to help us shape this amazing project with cutting edge graphics.

As a Technical Director you are responsible for the course and direction for our Tech-Art, Engine-, UI-, Tools- and Graphics Programming Teams in a Co-Development Environment. Your main duty is helping them shape a coherent direction that is consistent across the Teams.

You are the first point of contact for our partners in other Studios. You regularly interact with other Directors to align on Vision and technical direction. You have the big picture in mind and make sure that your Teams are aligned on the vision.

You speak for your Teams and make sure they are set-up for success. You mentor your Teams and grow new Leads. You enable your team through autonomy and coaching.

## What you will do:

- Mentor the Programming and Technical Art Team and grow new Leads. You enable your team through autonomy and coaching
- Work with Directors/Producers to align high-level visions
- Define guidelines to ensure technical realization
- Contribute to studio strategic development, for example recruitment, investment, portfolio, trainings, R&D etc
- Guarantee that our part of the game is delivered on time with the expected level of quality and craftsmanship on all the target platforms
- Define the team's requirements and technical constraints with a view to realizing the creative vision

## What you bring:

- You have an extensive experience in leading technical teams and you understand the notion of Servant Leadership

- You are always studying where the industry is going and what are the latest technologies and trends related to programming in video games are
- You are a strategic thinker. You observe, reflect and challenge the status quo. You do not wonder what the future holds, you define it
- You are comfortable with a risk taking approach in a very complex context where you do not control every aspect and every detail
- You are ambitious and strive for the highest quality. You know how to bring a team there in a considerate manner but know when and how to be stricter
- You have hands-on experience with several programming aspects of game development: gameplay, AI, engine, rendering, tools, online, audio, physique
- You have a deep understanding of other related domains: Game design, art, animation, production and more
- You ideally have a good understanding of procedural generation Techniques.
- You have shipped several games

#### 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
- Gym Subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- Hybrid Work Model: Provides the flexibility to combine working from the studio and your home within Germany
- 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
- 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://mainz.ubisoft.com/en/>