



Systems Programmer [Rainbow Six Siege] (f/m/d)

Mainz - Full-time - 743999681812825

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As Systems Programmer, you are responsible for developing and maintaining the architecture that ties together online systems, gameplay systems and UI systems into features for Rainbow Six Siege. You will be working as part of our feature teams, including but not limited to technical health improvements, quality of life improvements and monetization features.

The main and routine tasks of the Systems Programmer are to:

- Investigate existing systems to establish dependencies and opportunities for our upcoming features
 - Identify shortcomings in existing architecture and systems, and propose changes for improvement to (technical) stakeholders
 - Work with low-level engine systems, high-level gameplay systems, online systems, and everything in between to provide a working high-level feature
 - Work on a feature from conception, to research, to final implementation
 - Improve performance, reliability and maintainability of existing systems and architecture, such as object spawning, texture streaming and cutscene systems
 - Work on improving existing systems, as well as introduce new systems and mechanics
 - Debug complex problems
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- Bachelor or Master degree in computer science or any other relevant qualification with a strong technical background
 - 3+ years of professional experience
 - Strong C++ skills
 - Good communication skills
 - Self-direction and motivation
 - Fluent in English

- Having a Generalist Programmer or Engine Programmer background is a plus
- Deep understanding of game development processes and practices

Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal. The application should include your resume, a cover letter including your earliest starting date, your salary expectations and why you would like to join us.

For further information, please check <http://www.bluebyte.de/career.html/> and www.ubisoft.com.

Ubisoft Blue Byte GmbH

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