



Graphics Programmer [Skull & Bones and Unannounced Project]

Berlin - Full-time - 743999719830094

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As Intermediate/Senior Graphics Programmer, your mission will be to develop and maintain graphics techniques within the engine to create the best visuals possible.

Further responsibilities include:

- Develop, extend and manage the rendering technology for the game
 - Optimize existing rendering technology
 - Collaborate with other Ubisoft studios to extend the capabilities of our inhouse rendering technology
 - Develop rendering systems that enhance the visual quality, are scalable and fit into defined budgets
 - Establish and maintain workflows that allows the content teams to use the developed systems
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- Multiple years of professional experience as graphics programmer
 - Knowledge of a broad range of rendering algorithms, special effects and related technology
 - Knowledge of graphics APIs (D3D11/OpenGL) and shading languages (HLSL/GLSL)
 - Ability to use graphics profiling and debugging tools (RenderDoc/nSight/console tools)
 - Strong skills in C/C++
 - Strong ability for analyzing and extending existing codebase
 - Very good debugging and problem solving skills
 - Ability to collaborate with the content teams to reach the highest possible visual quality
 - Being a team player by heart
 - Self-direction and motivation
 - Excellent communication and good English skills

Nice to have:

- Console experience
- Worked on your own 3D engine

- Knowledge of low-level graphics APIs(D3D12/Vulkan)
- Interest in recent development in graphics (Async compute, RTX, ...)

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

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