



(Intermediate/Senior) UI Programmer [Skull & Bones]

Berlin - Full-time - 743999723181279

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As an (Intermediate/Senior) UI Programmer you will work closely with other disciplines to realize and implement visual designs related to in-game menus, HUD and user interface. Your mission is to come up with technical solutions to ensure visual quality and overall unity for the game.

Further responsibilities include:

- Design and Implement client-side UI logic
 - Creating layouts for UI Artists and Designers to work in
 - Improving and extending existing game UI
 - Handle input for all supported platforms and respective devices
 - Understand implementation requirements and find smart solutions to technical constraints
 - Collaborate closely within a multidisciplinary agile team to achieve the best results
 - Creating and maintaining technical documentation and coding standards
 - Debugging and profiling code on multiple platforms
 - Managing and/or mentoring individuals within the Programming Team
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- Good development experience in the capacity of a UI programmer role
 - Strong programming skills in C++
 - Excellent knowledge of object-oriented development
 - Experience using UI frameworks (such as scaleform, noesis, etc.)
 - Good debugging and problem-solving skills
 - Ability to work efficiently with large, existing codebases
 - Solid understanding of UX/UI design principles and ability to think user-centric
 - Excellent communication skills and ability to work in a team
 - Self-motivated and pro-active mindset
 - Excellent verbal and written interpersonal skills in English
 - Willing to relocate to Berlin, Germany

Pluses

- Experience in development with Console SDKs (PS4 and Xbox)
- Passion for making and playing games

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.

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
- Mobility Budget for public transportation, bike leasing or car park spots

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. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.bluebyte.de and www.berlin.ubisoft.com.