



Lead Graphics Programmer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999807396672

Apply Now:

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As Lead Graphics Programmer you have a deep understanding of modern rendering pipelines and use that knowledge to drive a team of talented developers to reach the optimal graphics quality for the target platforms. You collaborate with our Art department to define optimal workflows that will help them to generate the graphics quality that our customers expect.

What you'll be doing:

- Help your team members to grow and acquire more knowledge
- Participate in the hiring process
- Foster the collaboration between the different departments
- Define the roadmap together with other related leads and the Technical Director
- Break down the roadmap and support handling of all tasks for the graphics department
- Shape the rendering pipeline for new platforms to reach the highest possible quality
- Collaborate with other Ubisoft studios to extend the capabilities of our in-house rendering technology
- Define budgets and workflows for all related departments
- Establish and maintain workflows that allow the content teams to use the developed systems

What you'll bring

- Mentioned as lead graphics programmer or similar role in at least one AAA title
- Ability to work in a dynamic and collaborative team environment
- Knowledge of a broad range of rendering algorithms, special effects and related technology
- Hands on experience with a variety of graphics profiling and debugging tools
- Strong skills in C/C++
- Debugging and problem-solving skills
- Self-direction and motivation
- Excellent communication and good English skills

Bonus points for:

- Experience with platforms where performance/bandwidth restrictions exist
- Understanding of hardware architecture and details

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

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.
- 26 days paid vacation per year. Additionally, you will get approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

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