



Senior Online C++ Programmer: Client [Rainbow Six Siege] (m/f/d)

Berlin - Full-time - 743999902338134

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As a Senior Online Programmer on our team, you will support the production teams by shaping the connected experience of online players. You will design, develop, optimize, deploy, and maintain the systems, features, and services to provide them with an unparalleled multiplayer environment. Everyone on the team is eager to share their knowledge and for you to contribute your own expertise.

You will be given the opportunity to work on mandates that impact the overall performance of the title, as well as the productivity of the worldwide development team itself. Tom Clancy's Rainbow Six: Siege is an ever-evolving title. You will be tasked with finding solutions for complex technical challenges and your work will directly impact the players' online gaming experience.

What you will do:

- Develop powerful, reliable, and most importantly, fun online systems in collaboration with the gameplay and game design teams.
- Design, build and implement microservices for exciting new Rainbow Six Siege features.
- Integrate Ubisoft Service API changes.
- Investigate efficient implementation options for new features.
- Propose sensible code refactoring and reduce technical debt.
- Contribute to maintaining our code at a high level of quality.
- Analyze the project code to optimize performance, minimize errors and enhance the overall player experience.

What you bring:

- Degree in Computer Science, or similar qualification with a strong technical background.
- 3+ years of professional experience in developing and optimizing online systems.
- Strong skills in C++.
- Analytical and creative problem-solving skills and an aptitude for learning new technologies.
- Focus on efficiency, code quality and user experience.
- Ability to compile and analyze data, processes, and codes to troubleshoot problems and identify

areas for improvement.

- Excellent verbal and written communication skills in English (our studio language is English).
- Passion for video games and technology.
- Being open to relocate to Berlin.

*Experience in working with SQL / Relational Databases is a plus.

*Experience in on-demand cloud computing platforms (AWS/Azure/etc.) is a plus.

*Deep understanding of game development process and practice is a plus.

What we offer:

- 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 as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- 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
- Company Pension Scheme: We offer an attractive 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
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program 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://berlin.ubisoft.com/en/>.