



# Senior Audio Programmer (f/m/d)

**Düsseldorf - Full-time - 743999937814866**

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The role of the Audio Programming professionals at Ubisoft is to create the technical backbone of the game's audio systems and audio production pipeline. They provide the audio teams with technical solutions to produce and carry out the audio vision and intentions into the game. They thus develop tools and systems to ensure optimal and sustainable performance of the game and pipeline.

Furthermore, the Audio Programmers focus on the interaction between the game and the audio middleware Wwise, DSP, audio tools and the creation of believable virtual audio spaces. They work together with the Audio Team to support the vision of the Audio Director and strive to develop future audio technology beyond state of art.

What you will do:

- Collaborate with the game team and audio department on realizing the audio vision and craft high quality scalable solutions
- Maintain and extend the existing technology and frameworks, safeguarding and improving stability
- Work on improving existing audio systems and tools and identifying new opportunities
- Analyze and improve performance and memory footprint of engine and pipeline features for all target platforms
- Share knowledge and expertise among the audio team, supporting Audio Designers in finding technical solutions
- Write clear and concise documentation on audio systems and tools developed

What you bring:

- Good C++ knowledge. Other languages (e.g. C#, Python) are a plus
- Experience in working with existing game and audio engines (e.g. Unity, Wwise)
- Experience in programming audio systems and features
- Good knowledge of audio engineering, signal processing and principles of sound
- Familiar with the creative side of audio
- Ability to work with large, existing code bases
- Demonstrate efficient analytical skills
- Proactive behavior and being a team player

- Good oral and written communication skills
- Good English language skills
- A shipped title is a plus

#### 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
- 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
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- 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: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- 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
- Flexible Working Hours: We have core working times between 10:00 AM - 04:00 PM and the distribution of the other hours is up to you
- Hybrid Work Model: Provides the flexibility to combine working from the studio and your home within Germany
- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the Düsseldorf region
- Corporate Benefits Web Portal: With employee discount programs 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://duesseldorf.ubisoft.com/en/>