Senior Gameplay Programmer [Unannounced Project] (f/m/d)

Berlin - Full-time - 743999964993661

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Senior Gameplay Programmers develop gameplay elements which facilitate the playability of the game; the link between the player's actions and the consequences of those actions on the running game state.

What you will do:

- Implement and optimize the gameplay systems and features with the game designer to ensure fluid playability
- Use prototyping techniques to demonstrate the validity/invalidity of a feature idea
- Investigate and fix the bugs detected by the production and quality control teams
- Establish the technical possibilities for the different features
- Explore and understand the game design documents to define the required features and game systems that must be developed in the engine
- Validate and verify if the newly developed systems meet project intentions and are coherent with the existing code

What you bring:

- At least 3 years of prior experience in the AAA industry
- Experience in programming robust and efficient code
- Excellent knowledge in C++
- Experience in working on existing engines
- Ability to work efficiently with large, existing code bases
- Familiarity with game-related 3D mathematical concepts
- Excellent communication and good English skills
- Ability to work well as part of a team

What to send our way:

- Your CV, highlighting your education, experience and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us
- Please provide a portfolio with examples of your previous work/projects - be sure to check the

link is working when applying.

<u>What we offer:</u>

- 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

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

For further information, please check https://berlin.ubisoft.com/en/.