



# Animation Programmer (f/m/d)

**Düsseldorf - Full-time - 743999993247387**

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As our new Animation Programmer (f/m/d) at Ubisoft Düsseldorf, you will work closely with designers and gameplay programmers to implement gameplay interactions using animation technology.

## What you will do:

- Work as a key part of an agile development team, organizing and planning the implementation of features with direction from your lead.
- Use practical solutions to implement feature requests, taking into account performance, maintainability and resource usage.
- Development with an in-house engine, Snowdrop™, you will ensure coding standards are followed in your own and others' code.
- Collect, interpret and analyse the technical feasibility of system/feature specifications.
- Write clear and well-structured code using the appropriate data structure and algorithms while bearing in mind performance, maintenance and architectural requirements.
- Include comments in the code and document implemented features.
- Demonstrate an understanding of the basics of load testing and game feature testing and write test code.
- Stay up-to-date with technology advances within the field.
- Perform code reviews for peers.
- Extract and interpret relevant runtime system resource information (disk IO, network, CPU, memory, etc).

## What you bring:

- Knowledge of character animation, IK, procedural or physics based animation.
- Good mathematics and physics skills.
- Very good C/C++ programming skills, with very good knowledge of object oriented development including design patterns and UML.
- Experience working with a large game codebase, and it's modules, middleware and associated pipeline.
- Understanding of speed and memory considerations, and able to implement basic optimizations.
- Knowledge of common algorithms, data structures and patterns, and their application.

- Ability to analyse unfamiliar code of a reasonable complexity to understand, extend and refactor an existing module.
- Ability to debug defects of a reasonable complexity, including memory related issues, and multi-threading.
- Knowledge of different software development methods such as Test Driven Development, Unit Testing, Agile etc.
- Understanding the constraints and technical requirements for console platform development within their area.
- Ability to adapt to change.
- Good interpersonal and communication skills.

#### 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.

#### 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

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://duesseldorf.ubisoft.com/en/>.