



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

Berlin - Full-time - 743999692371578

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The Graphics Programmer (f/m) develops graphics functionalities within the engine to develop the best visuals possible.

Further responsibilities include:

- Manage and develop the graphic pipeline for the game
 - Further development of our existing 3D-Engine in context of a AAA game
 - Improve the animation system and/or the terrain and landscape rendering module
 - Enhance global illumination rendering and do general performance analysis and optimization on the graphics level
 - Develop a set of art-team-friendly tools for the creation of game ready assets
 - Draft and streamline game asset creation process for both the art and programming teams
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- Bachelor or Master degree in computer science or any other relevant discipline
 - 4+ years of professional experience (at least one released title)
 - Knowledgeable in a variety of special FX techniques and the latest rendering algorithms
 - Strong skills in C++
 - Very good knowledge of advanced mathematics
 - Good debugging and problem solving skills
 - Good communication and English skills
 - Ability & desire to work as a team player
 - Strong ability for analyzing and extending existing code
 - Ability to collaborate with artists on graphics techniques
 - Knowledgeable in a variety of special FX techniques and the latest rendering algorithms
 - Excellent communication and good English skills

Pluses:

- Worked on your own 3D engine
- DirectX-knowledge
- Knowledge of Vulkan
- Experience in working on projects with multi-threaded rendering
- Familiar with low level APIs of current gen consoles
- Bachelor or Master degree in computer science or any other relevant discipline

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

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. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.bluebyte.de and www.ubisoft.com.