



Audio Programmer (f/m/d)

Düsseldorf - Full-time - 743999693762392

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<https://jobs.smartrecruiters.com/Ubisoft2/743999693762392-audio-programmer-f-m-d-?oga=true>

The employee will design and implement audio features for one or more projects, together with the Audio Designer and / or Audio Lead and under the supervision of the Audio Director. Furthermore, the employee will develop audio tools while working with our proprietary engines as well as the audio middleware Wwise.

- Develop systemic and specific features for several projects
- Develop audio tools in collaboration with Audio Designers and Programmers
- Improve and expand upon existing technology
- Develop future technology beyond state of the art

Development

- Design, implement, and iterate on new and existing audio systems and audio tools
- Work in C++ on our integrated editor/game development tools
- Advise, review and help making tech reusable for multiple projects

Collaboration

- Collaborate with Audio Designers, Voice Designers and the localization team to develop systems for audio implementation
- Share knowledge and expertise among the audio team, supporting Audio Designers in finding technical solution
- Work in close collaboration with other programmers, designers, artists and testers to craft high quality, scalable solutions

Support and Maintenance

- Contribute to maintenance of systems and pipeline
- Support multiple teams within Ubisoft with knowledge and practical help
- Write clear and concise documentation on audio systems and tools developed

Programming

- 3+ years of professional C++ programming experience in the video game industry
- Familiarity or willingness to learn other languages typically used for tools (e.g. C#, python)
- Experience in programming audio systems and features
- Experience with console development is beneficial
- Debugging, optimization and problem-solving skills
- Tools, workflow and engine development insight
- Ability to accurately predict task duration and understand dependencies

Audio

- At least basic knowledge of audio engineering, signal processing and principles of sound
- Interest in audio topics and understanding of audio vocabulary
- Familiar with the creative side of audio
- Experience with Wwise

Other

- Fluent in English, both verbally and written

Bonus

- Experience with a DAW
- Experience with tools programming, e.g. WPF
- Experience with localization
- Automated testing knowledge
- Network audio synchronization
- Experience in developing audio tools
- Experience in Unity3D

Your benefits:

- Flexible work hours
- External trainings, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruits, special conditions for gym membership, support for child care
- Possibility to lent bikes for free or lease your own bike
- Subsidized lunch meals, possibility to lent bikes for free or lease your own bike!
- Share ideas! = Working in an innovative and international company

We are offering highly motivating challenges for true team players with a high level of self-initiative. If you are passionate about about games and wish to join an innovative and diverse game development studio, please apply via our career Portal.

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