



Engine Programmer [Snowdrop] (f/m/d)

Düsseldorf - Full-time - 743999694179188

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As an Engine Programmer in the Snowdrop team, your primary focus will be on implementing and maintaining the various core render systems of our in-house engine Snowdrop™. As a Snowdrop programmer you will be part of a friendly team developing and maintaining a variety of systems and tools.

You will be expected to:

- To support multiple teams around the world in their usage of our Rendering tech
- Advise, review and help making tech reusable for multiple projects
- Work in close collaboration with other programmers, designers, artists and testers to craft high quality, scalable solutions that bring Snowdrop™ and its various titles to an even higher standard.

Responsibilities

- Working in C++ on our integrated editor/game development tools.
- Designing, implementing, and iterating on new and existing systems and tools
- Developing Snowdrop as a shared and complex ecosystem for videogames creation
- Contributing to long term strategy for Snowdrop development
- Supporting multiple teams around the world with knowledge and practical help.
- Working towards improving documentation and samples
- Develop and maintain Rendering tech with an eye to sharing with multiple teams

Requirements

- 3+ years of professional C++ programming experience in the video game industry (experience with PS4 and XBOX One is beneficial)
- Debugging and problem solving skills
- Tools, workflow and engine development insight
- Ability to accurately predict task duration and understand dependencies

- Experienced working with multithreading development
- Familiar with various graphics APIs (DirectX 11/12, OpenGL, Vulkan, Metal, Mantle) and associated shader languages
- Experience with performance critical programming
- Thorough knowledge of 3D mathematics, rendering algorithms, and data structures
- Experience with general purpose computations on GPU's
- Experience with GPU performance analysis and tools
- Familiarity or willingness to learn other languages typically used for tools (C#, python, etc)

You as a person

You will be part of a team of programmers where quality and attention to detail is highly valued. You will also work close to both game-designers and operations in your daily work, as a part of a team of highly motivated, passionate and skilled game developers. You probably have a passion for creating games, an eye to long term tech development, and you will most likely describe yourself as creative, hard-working, result oriented and cooperative.

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.
- 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 NRW region.
- 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.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and VR and would like to work with like-minded professionals in an international team, please apply via our career portal.

The application must include your resume, portfolio, and a cover letter detailing your earliest starting date, salary expectations and motivation

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

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

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Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772