



Gameplay Programmer - 3C & Animation [Avatar Frontiers] (f/m/d)

Düsseldorf - Full-time - 743999754682131

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Avatar: Frontiers of Pandora

As part of Avatar Frontiers of Pandora, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is a unique opportunity to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment.

What You'll do

As our new Gameplay Programmer you will be focused on 3C and Animation.

As a part of our gameplay team you will be implementing gameplay features for the Avatar Project on PC and Console in C++ using an in-house 3D Engine.

You will make heavy use of 3Cs concepts to implement and maintain a variety of gameplay mechanics and improve existing features, collaborating closely with designers and artists.

- Design, implement and maintain 3Cs and gameplay systems together with game designers for a AAA game on PC & console.
- Ensure that newly developed features and systems meet expectations and are coherent with existing code and architecture.
- Liaise with animators in creating dynamic code systems interacting directly with high fidelity animations.
- Development of features within a multi-threaded environment.
- Implement and optimise controls and systems in C++ with game designers to ensure responsive playability.
- Analyse and understand game design to define requirements for features and game systems to be developed.
- Utilise complex animation systems to increase realisation and push understanding to players.
- Identify and resolve bugs identified by people from other disciplines, the quality control team, and your peers.

What you bring

Our new team member would have a high degree of self-motivation and initiative. You'll be able to communicate well and have a keen eye for characters, controls and Camera.

As a passionate and valued gameplay programmer on the team you will be positive and forward thinking and be able to anticipate the needs of your project.

- Master or Bachelor's in computer science or engineering (or equivalent experience)
- Strong programming skills in C++.
- Proficient in refactoring and optimising existing systems.
- Good debugging and problem-solving skills.
- Understanding of multi-threaded principles.
- Experience in development with Console SDKs (PS4 and Xbox)
- Knowledge of game development using interactive animation systems.
- Ability to work efficiently with a large, existing code base.
- Excellent communication skills and ability to work in a team.
- Comfortable planning tasks and dependencies.

What we Bring

We offer a highly motivating opportunity for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader please apply via our career portal.

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

For further information please check:

- www.bluebyte.de
- www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/