



# Gameplay Programmer [Avatar: Frontiers of Pandora] (f/m/d)

**Düsseldorf - Full-time - 743999776373432**

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As our new Gameplay Programmer you will be focused on camera, control, character (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 our Snowdrop game 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.

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 the opportunity to work on a brand-new IP from Ubisoft, where you will get the chance to put your own mark on the game!

- 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](http://www.bluebyte.de)
- [www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/](http://www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/)