



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

Berlin - Full-time - 743999786393991

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As Intermediate/Senior Graphics Programmer, your mission will be to develop and maintain graphics techniques within the engine to create the best visuals possible.

What you'll do

- Bring console level graphics quality to new platforms
- Optimize existing rendering technology
- Collaborate with other Ubisoft studios to extend the capabilities of our in-house rendering technology
- Develop rendering systems that enhance the visual quality, are scalable and fit into defined budgets
- Establish and maintain workflows that allows the content teams to use the developed systems

What you bring

- Professional experience in graphics programming
- Knowledge of a broad range of rendering algorithms, special effects and related technology
- Knowledge of graphics APIs (D3D11/OpenGL) and shading languages (HLSL/GLSL)
- Ability to use graphics profiling and debugging tools
- Strong skills in C/C++
- Debugging and problem-solving skills
- Ability to collaborate with the content teams to reach the highest possible visual quality
- Being a team player by heart
- Self-direction and motivation
- Excellent communication and good English skills

Bonus points for

- Experience with platforms where performance/bandwidth restrictions exist
- Worked on your own graphics engine
- Knowledge of low-level graphics APIs(D3D12/Vulkan)

- Understanding of hardware architecture and details

We want to build a studio in which everyone feels at home. We believe people do their best work when you give them ownership and trust. In return, we expect our teams to practice self-responsibility – continuing to develop their skills and with a growth mindset. We know how critical it is for our teams to feel comfortable and with that in mind, we provide a variety of benefits which we hope helps you settle into your life in Berlin:

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 approximately 10 bank holidays in the Berlin region.
- Flexible Working Hours
- Opportunities for growth on your desired career path: workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, experts and in-house library.
- 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.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- English and German classes for free. Main language in the studio is English.

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