



Audio Programmer (f/m/d)

Düsseldorf - Full-time - 743999804198926

Apply Now:

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As our new Audio Programmer will design and implement audio features for one or more projects, together with the Audio Designer and Audio Lead. Furthermore, you 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
 - 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
 - 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
 - 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
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- 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
 - 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

What We Bring

We offer an opportunity to work with one of the largest and strongest Audio teams in Ubisoft. Our Audio team have gone through rapid growth and we are now 35+ people working in a fully equipped Audio Studio within Ubisoft Düsseldorf.

- Relocation and Visa Support
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Company Pension Scheme
- 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.
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

For more information feel free to take a look at <https://duesseldorf.ubisoft.com>