

Joboffer dated from 11/24/2017

## ONLINE PROGRAMMER (F/M) (PROGRAMMING)

Field: Programmer: IT / Backend  
/ Client / Web  
Type of employment: Full-time  
Entry date: 01/01/2018  
Zip Code / Place: Berlin  
Country: Germany

---

### Company data

Company: **Ubisoft Blue Byte GmbH**  
Street adress: Adlerstraße 74  
Zip Code / Place: 40211 Düsseldorf



### Contact Person

Name: Remigius Parij  
Position: Human Resources Spezialist  
Street adress: Adlerstraße 74  
Zip Code / Place: 40211 Düsseldorf

---

### Job description

#### COMPANY DESCRIPTION

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has development studios in 28 countries and sells video games in more than 55 countries around the globe. We are committed to delivering high-quality, cutting-edge video game titles to players. In our German studios, Ubisoft Blue Byte are working on a variety of projects across Düsseldorf and Mainz including "Tom Clancy's Rainbow Six Siege", "For Honor", "Skull & Bones", "The Settlers", "Anno" and many more.

Games-Career.com is a service provided by:

The newly established Ubisoft Berlin studio is set to continue contributing to this impressive line-up and will be working on AAA Co-Development projects together with international Ubisoft teams. The first project will be a big AAA-brand, one of the biggest and most important for Ubisoft. Will you join us on this journey? We are a passionate team looking for highly talented and motivated game industry professionals to join us in one of Europe's most vibrant cities. □

We are now accepting applications for an Online Programmer (f/m) □ to be based at our new studio in Berlin.

□

## **JOB DESCRIPTION**

The Online Programmer is responsible for developing the servers & online services whilst managing the interchange of data between players and the server, services and game. □

□

### **Further responsibilities include**

- Optimization of the network architecture of the game
- The development of innovative solutions to enrich the gaming experience of players in different locations
- Protect the security of the information flow
- Optimize systems including match making and session flows

□

## **QUALIFICATIONS**

- Degree in computer science, mathematics or physics or equivalent
- 4+ years' programming experience across game, engine and/or tools
- Excellent C++ programming skills
- Strong Python programming skills
- Good Java programming skills
- Highly developed communication skills in English
- Proactive and team orientated personality

□

## **ADDITIONAL INFORMATION**

### **Your benefits:**

- Flexible working hours □
- External training, education in our in-house guilds and knowledge sharing with other

Games-Career.com is a service provided by:

teams

- Fresh fruit, discounted gym membership, support for child care
- Subsidized lunch meals, free bike rental or lease your own bike!
- Share ideas! = Working in an innovative and international company

□

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.

Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check [www.bluebyte.de](http://www.bluebyte.de) and [www.ubisoft.com](http://www.ubisoft.com).

Ubisoft  
BERLIN

Games-Career.com is a service provided by:



Quinke Networks GmbH  
Bei den Mühren 70  
20457 Hamburg/Germany