



GAMEPLAY PROGRAMMER

/JUNIOR TO INTERMEDIATE/

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services worldwide. More than 17,000 talents with a wide range of expertise are committed to enrich players' lives with original and memorable entertainment experiences.

Established in 2006, Ubisoft Sofia has grown to a world-class AAA game dev studio. Throughout the years, the studio has released more than 18 titles, ranging from small casual to big open-world games, and covering a wide range of platforms & technologies. Ubisoft Sofia has brought expertise and creativity into brands such as Tom Clancy's®, Prince of Persia®, and is a key contributor to the Assassin's Creed® franchise. With more than 240 talented professionals, the studio is currently working on several big Ubisoft's titles.

Our worlds are infinite. Choose your path and create the unknown.

The Gameplay Programmer develops gameplay elements which facilitate the playability of the game (the link between the player's actions, character's behavior, and the consequences on the evolution of the game) and complex gameplay mechanisms.

JOB RESPONSIBILITIES

- Works with other team members to develop features in accordance with the scope and vision of the game
- Uses practical solutions to implement feature requests
- Codes incrementally and takes care not to break existing features
- Progressively integrates development into the shared code base
- Uses a code style that is efficient and easy to read; re-uses existing code effectively
- Ensure that code changes are fully tested
- Debugs own code and bugs of basic complexity in the rest of the engine

QUALIFICATIONS

- Enthusiasm and desire to work in the game development industry
- Good knowledge of C++, object-oriented development

- Good knowledge of the software development environment and associated tools (i.e. Visual Studio, Source Control, etc.)
- Basic knowledge of templates & design patterns and anti-patterns
- Basic knowledge of Linear Algebra and Geometry
- Ability to write clear, concise code & document implemented features
- Ability to follow and respect coding standards and methodologies in place
- Good communication skills
- Interest in computer and video games
- Ability to manage their own time and work within deadlines
- Good English skills
- Prior experience in Programming/ Web Development
- Understanding of meta programming techniques will be a plus

WE OFFER

- Informal, friendly and international working environment
- Opportunities to develop your skills working on AAA games
- Learn and grow with the best professionals in the gaming industry
- Possibility to take part in international work related conferences and trainings
- Benefits package including – private medical health and dental care, food vouchers, card for all public transport lines, monthly brunches, gifts for special occasions, special game dev merchandise, library of books and games, and many more
- Flexible working hours and additional days off;
- Excellent office facilities and location right next to Borisova Garden Park in Sofia