



CREATE THE UNKNOWN

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.

JUNIOR DEVELOPMENT TESTER

Junior Development Tester provides constant and direct support to the developers, by giving them visibility over the current and intended state of the game, as well as the tools used in its creation. Working alongside all other dev teams, they help minimize the amount of bugs introduced over the course of the development, and maximize the team's awareness of any anomalies.

JOB RESPONSIBILITIES

- Use development and testing tools to anticipate, find, document and follow-up on issues
- Proactively communicate relevant information, best practices and suggestions for improvements with the rest of the team
- Formulate, maintain and execute test plans covering the intended behavior of particular features
- Investigate the bug-tracking data gathered, synthesize findings in specialized reports, and propose next steps
- Constantly improve their technical knowledge about the tools and workflows used by the other dev teams

QUALIFICATIONS

- Enthusiasm for the game development industry and a basic understanding of its vocabulary
- Multi-platform gaming experience and a basic knowledge of the current-generation platforms
- Very good analytical and observation skills
- Ability and desire to work in creative and collaborative teams with a flat structure
- Familiarity with the basic functions of Office Suits (Microsoft Word, Excel, etc.)
- Good level of written and spoken English

ADVANTAGES

- Experience with game editors (Unity, Unreal, Game Maker, etc.)
- Experience with scripting/programming languages (C#, Python, JavaScript, etc.)
- Experience with version control software (Git, Perforce, etc.)
- Experience with video capture/editing/streaming tools (OBS, OpenShot, etc.)
- Experience with bug tracking systems and database workflows (JIRA, TestRail, etc.)

PLEASE PROVIDE ANSWERS TO THE FOLLOWING FOUR QUESTIONS

- How do you imagine one of your early days as a game tester?
- How do you imagine a day on the job after you've spent 6 months testing the same content?
- Pick a movie character who you think embodies the perfect tester. Why?
- Pick a Third-Person Action-Adventure game from the past 3 years. Which were the three biggest technical issues that you've encountered while playing it?

WE OFFER

- Informal, friendly and international working environment
- Opportunities to develop your skills working on AAA game
- Variety of opportunities for learning and expertise growth 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

