UBISOFT

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.

In order to continue delivering highly qualitative and innovative game plays we are looking for talented graduates as a

GAMEPLAY PROGRAMMER

Join Ubisoft Sofia and our **Ubisoft Graduate Program**. It is a two-year program for fresh Graduates who expect a career accelerator into the games industry. Being an active part of the Ubisoft Sofia's production team, they will benefit from a development plan and follow-up in order to develop their skills in gameplay programming.

As Gameplay Programmer, you are accountable for the interactivity of the game. You turn game design rules and gameplay elements (features, animation, sound etc.) into playable sequences. Your goal is to offer players the most comfortable, immersive & fun game experience possible.

JOB RESPONSIBILITIES

- Participate in the development of features that will make the game come to life
- Evaluate and propose innovative tools and techniques to achieve the best quality, based on the functionalities of the engine
- Suggest and participate in the conception of prototypes with the design team
- Participate in the architecture, conception and implementation of gameplay code based on design intentions, and implement game controls focusing on quality
- Optimize and debug gameplay code to ensure that gameplay is fluid

QUALIFICATIONS

- You have already graduated or will be graduating in 2021 from a Bachelor or Master's degree in Engineering, Computer Science or equivalent
- You have less than 1 year of post-graduate work experience (excluding internships and apprenticeships)
- You have good C++ programming skills and capacity to write readable and modular code
- You have a good knowledge of object–oriented development
- You have a strong interest in games system and mechanics
- As we are an international company, you are fluent in English

WE OFFER

- Working with cutting-edge engine/graphic technologies
- Informal, friendly and international working environment
- Opportunities to develop your skills working on AAA games
- Variety of opportunities for learning and expertise growth with the best professionals in the game dev 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, 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

If you want to know more about the Program, the requirements and how to apply, follow the link.

UBISOFT SOFIA

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