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Welcome to Ubisoft! Are you ready to join a team moving entertainment forward?

Gameplay Engineer (Programming)

Cary, United States - Full-time - REF8579J

I'M INTERESTED

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COMPANY DESCRIPTION

Red Storm Entertainment has an exciting opportunity for a talented Gameplay Engineer to join our team! You will work closely with designers, artists and other programmers to make key components of the game vision into a reality. If you want to have a big impact on an amazing team, while working on some of the largest games in the world, this is the place for you.

JOB DESCRIPTION

- Develop online game play features in C++ on top of a large proprietary engine.
- Work with game designers, artists, and other engineers to create compelling experiences.
- · Break-down design goals into smaller technical tasks.
- · Provide feedback on game play and offer suggestions for improvement.
- Evaluate and communicate the potential impact of code changes to stakeholders.
- Learn and adopt the coding standards and development philosophies that are embraced by the team.

QUALIFICATIONS

- Demonstrated proficiency in C++.
- · Experience with implementing networked gameplay features.
- · Solid understanding of basic Linear Algebra.
- Bachelor's degree in CS, Math, Engineering, etc. or equivalent ability or experience.

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- Positive attitude, strong work ethic, and the desire to work in a highly collaborative team environment
- · Passion and enthusiasm for video games.
- National and/or international travel may be required.
- Experience working with visual scripting environments (e.g. Blueprints).
- Perforce and Jira experience.
- Some exposure to console programming (Xbox ONE or PS4).

ADDITIONAL INFORMATION

All your information will be kept confidential according to EEO guidelines.

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