



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

Associate Gameplay Engineer (Programming)

San Francisco, United States - Full-time - REF5847C

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JOB DESCRIPTION

Ubisoft Entertainment, a global leader in the video games and entertainment software industry, is currently seeking a full-time **Associate Gameplay Programmer** for our San Francisco development studio. We are looking for experienced people to help us develop for current products, such as South Park: The Fractured but Whole and Rocksmith, as well as contribute to future projects.

RESPONSIBILITIES:

- Work with the lead engineer to develop gameplay features and systems
- Collaborate with the design team to ensure features match expectations
- Maintain and extend documentation on gameplay-oriented features and systems
- Self-manage programming task schedule updates and coordinate with production team
- Work with design team to ensure that gameplay systems are used properly

QUALIFICATIONS

- **2-3 years of experience in programming/engineering development**
- **Shipped 1+ published titles as Gameplay Programmer for PS4, PS3, Xbox One, 360, PC, or MacOS**



Experienced in developing and implementing video game systems

- Strong C/C++ development and optimization skills
- Strong knowledge of scripting languages (Lua, Python, Perl)
- Work well with designers and artists to implement the vision of the game
- Strong verbal and written communication skills

PREFERRED SKILLS:

- Strong knowledge of performance/memory constraints of game software required
- Experience on the new generation of consoles (PS4, Xbox One)
- Strong debugging skills
- Strong mathematical skills

ADDITIONAL INFORMATION

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

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