Gameplay Programmer [Star Wars Project] (Programming) Malmö, Sweden - Full-time - REF16134N

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**Job Description**

We’re collaborating with Disney and Lucasfilm Games on a new story-driven open-world video game set in the beloved *Star Wars* galaxy. This is a lore we love and want to do justice with a game and story that bring both new and lifelong fans on an immersive and outstanding journey that will stay with them for years.

We are looking for a Gameplay Programmer. As part of our Gameplay team, you will have the opportunity to work closely with other programmers, designers, artists and testers. In your day-to-day work, you will develop new game features using Massive’s in-house engine, Snowdrop™. You will have the chance to work with implementation and maintenance of various parts and systems. You will be working on player facing features like combat, controls, movement and camera.

**This is a permanent position based in Malmö, Sweden, and requires working onsite. We kindly ask you to apply with your CV and message to the hiring manager / cover letter in English. Applications will be reviewed whilst the job-ad is posted.**

**Responsibilities**

* Design, implement, debug, and iterate on new and existing Gameplay systems and player centric features like character locomotion, camera, controls and combat together with game designers implementing
* Development in a C++ multithreaded engine, using modern techniques
* Performance awareness in algorithms as well as in memory and bandwidth usage
* Documenting your work to transfer knowledge and enabling users how to use the new systems and functionalities

**Qualifications**

**You as a person**  
You have passion for games and game development. You enjoy working autonomously, and you know how to structure your tasks. You pay attention to quality and detail in your day-to-day work. We believe you are good at co-operate and communicate efficiently with the other team members. Besides the above we’re looking for someone aligned with [our core values](https://www.massive.se/location/massive-malmo/#values) and the following skills and experience:

* Prior experience as a Gameplay Programmer
* 5+ years professional C++ experience in the games industry
* Knowledge of the process and life-cycle of game development

**Good to know**   
As we aim to build a team who continuously push the boundaries of what’s possible within game development (and because we love to learn and grow from the people around us), we might ask you to do a practical test as a part of the recruitment process. We look forward to receiving your application and learning more about you.  Meanwhile, pleasecheck-out the videos posted below and our employee perks [here](https://www.massive.se/location/massive-malmo/#employee-perks), to gain greater insight into life at Massive.

**Additional Information**

Longing to be part of a fun, creative and passionate workplace? We can offer you this and more in an open and friendly environment where you will work with some of the best craftsmen in the industry. Are you up for it? Come aboard for the ride!  
  
Massive Entertainment is a premier producer of games and interactive entertainment for the global market. The studio is located in Malmö, Sweden and fully owned by Ubisoft Entertainment, the world’s third largest independent video game publisher. We are more than 650 people from 45+ different countries working together to produce major titles such as World in Conflict, Far Cry 3, Tom Clancy’s The Division and our latest Avatar Project.

We value diversity at Massive and promote a family-friendly culture and a gender-balanced work environment, where equal opportunities play a meaningful role in the day-to-day operations of our studio.

Ubisoft is committed to enriching players’ lives with original & memorable entertainment experiences. We build worlds that are a playground for the imagination, offering moments of surprise, fun and adventure as well as opportunities for learning and self-discovery.

At Ubisoft, you’ll grow and collaborate with highly talented teams from around the world. Our massively friendly work environment will inspire you to go above and beyond to create experiences and brands people will fall in love with.

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