Job Summary:

UBISOFT is seeking for Programmers of Intermediate to senior levels who has Experience with Game Engines -preferably Unity, having proficiency in C# and C/C++. Good 3D mathematical skills are required. Interest in video games and knowledge of different video game consoles like Xbox 1, Xbox 360 PlayStation 4, and PlayStation 3 will be an advantage (But not a requirement).

Job Description

• Work within a team to develop high quality video game software.

• Develop and implement independent modules.

• Deal with day today issues while development of games related to UI, Networking etc.

• Deal With Performance Issues: Optimization.

## Qualifications

Required Skills/Qualification

* Strong C# and C/C++/object oriented programming skills (Mandatory).
* Must have experience in Unity game engine.
* 2 to 7 years of experience in object oriented programming related development.
* High aptitude and strong analytical skills.
* Should be familiar with performance bottlenecks and ways to resolve them, multi-threading, OS concepts, System programming etc.
* Strong debugging and trouble-shootings abilities.
* Should be able to adapt to new technologies, fast changing technological environments and should be self-motivated.
* Masters or Bachelors degree in computer science (ideally from a reputed institute) or relevant work experience

Added Advantage:-

* Experience on Unity 5 2D and UI.
* Gameplay programming and game development related experience.
* Experience with 3rd party plug-ins like Flurry, GameCenter, and AdMob etc.
* Knowledge of video game developments and video game engines.
* Network and Socket Programming.
* Preferably have worked on any game console or Android /IOS (C++).
* Knowledge of OpenGL, DirectX or 3D Math will be an added advantage.
* Knowledge of Networking API + Work Experience will be an added advantage.
* Have used agile methodology.
* Passion for Gaming.