JOIN THE

UBISOFT GRADUATE PROGRAM

UX DESIGN | PROGRAMMING | PROJECT MANAGEMENT

WHERE YOUR TALENT MEETS OUR CAREER ACCELERATOR.

ubisoftgraduateprogram.com

UBISOFT

Video Games, a true business heavyweight.

Gaming is thriving with the digital revolution and is one of entertainment's most powerful players. Our sector can look forward to an increasingly bright and bold future, especially with the advent of VR innovations and the success of e-sport.

108 billion € generated by the video game industry in 2017

3.2 billion players across the globe

Ubisoft, it all happens here.

Global

More than 16,000 creative minds in

90+ nationalities

40+ studios around the world

Singapore

More than 400 creative minds in

30+ nationalities

13 titles shipped in 11 years

The Ubisoft Graduate Program, as serious about your career as you.

learning with
experts

2 years in 2 studios –
an international experience

active member
of a production team

One path, the right one.
As a joining Graduate, you will have selected the track you want to follow (Project Management, UX Design, Gameplay / AI Programming or Online Programming), and we will help you grow within that specialization. You will learn new skills and hone those you already have. It's the proven pathway to becoming a recognized expert.

International career accelerator.
The Ubisoft Graduate Program is a genuine career accelerator. You will specialize, gain expertise, and then jump up to the next level when you are ready. You will also benefit from invaluable international experience. Communicating with other countries and cultures every day is the norm here.

A program as unique as you.
With the Ubisoft Graduate Program, you will work with your direct managers and mentors to define the path you would like to take to gain new experiences and skills. Of course you will need to prove yourself each step of the way, but the challenge is half the fun. You will seize the many opportunities to express and test your unique talents.

YOUR SKILLS

- **Bachelor's or Master's degree in Game Design, Interaction Design/Human Computer Interactions/ Ergonomics, Cognitive Sciences or Gameplay Programming with less than 1 year of experience (excluding internships)**
- **Cognitive Sciences**
- **Game Design**
- **UI & Ergonomics**

As part of the production team, you play a critical role translating the vision of the game into a comfortable experience for the player. You help build a consistent immersive player experience. You will have an impact on gamefeel, Game Design, UI design, and playtest. UX spans a wide variety of universes and genres – VR, online, multiplayer – offering you countless challenges and opportunities to innovate.

Ong Min Yee
—
Junior UX Designer,
Singapore

"I think that the highlight of the Ubisoft Graduate Program is the opportunity to work on interesting design challenges and collaborate with a multi-disciplinary team of people from diverse backgrounds. There aren't many jobs out there that allow you to play and analyze different games to understand design philosophies! Under great mentorship, I've developed a deeper understanding of accessibility and onboarding processes for games and I can use this knowledge to make our games more accessible to many more players all over the world. Working with such a multi-cultural team has also given me new perspectives in work and in life. It's been such a rewarding journey so far."

YOUR SKILLS
- **Bachelor's or Master's degree in Engineering or Computer Science with less than 1 year of experience (excluding internships)**
- **Software Development principles**
- **Excellent C++ Programming**
- **Server Programming and Database Programming (MySQL, Redis...)**

As a core member of the game development team, you play a role in ensuring that millions of players can be simultaneously immersed in a seamless and rich game experience. You help create, integrate and maintain game-related online services. You also help determine systems behavior under normal or peak loads to optimize performance, and make adjustments to cope with bandwidth constraints. All this adds up to a robust online experience. With all games now being connected, online has become a core challenge in gaming.

Anas
—
Online Programmer,
Annecy and Montpellier

"I never dreamed I would be working on _Assassin's Creed_ and _Ghost Recon_, but that's my reality. The video game industry is more fun than the computer industry, less routine and is evolving a lot faster than software. During my first two months at Ubisoft I created my own tool – they let me loose to do it. It's a web server framework that lets you monitor games, and today we use it in the studio. What I loved about the Graduate Progam was changing studios after a year. You land in a new project with a new engine, new technologies, new things to learn and new people to meet.**"**

YOUR SKILLS
- **Bachelor's or Master's degree in Engineering or Computer Science, with less than 1 year of experience (excluding internships)**
- **Good C++ Programming**
- **Object–Oriented Development and Software Development process**
- **Games Systems and Mechanics**

You are actively involved in developing the interactivity of the game. You turn game design rules and gameplay elements (features, animation, sound, etc.) into playable sequences. To achieve this you work closely with designers, artists, animators and other game development team members. For fluid gameplay, you intervene at every phase: conception, implementation, optimization, and debugging of the gameplay code. Ultimately, your goal is to deliver a comfortable, immersive and fun game experience for players.

Leon Guo
–
Gameplay Programmer,
Singapore

"The opportunity to head to another studio all the way on the other side of the world is an extremely rare and valuable experience for fresh graduates. Being involved in the projects of two different studios means having the best of both worlds and double the skills and knowledge gained! I've had the chance to be mentored by game development veterans. This really broadened my horizons, helped me understand the development process much better and gave me opportunities to share knowledge with my Graduate Program peers."

YOUR SKILLS
- **Bachelor's or Master's degree in Business Administration, Economics, Project Management or Engineering with less than 1 year of experience (excluding internships)**
- **Excellent communication**
- **Agile, proactive and consumer oriented**
- **Analytical and problem solving**

As a member of a game development team, you help monitor project deliverables, keeping an eye on deadlines, budget and quality. You are an active project facilitator, ensuring smooth, clear and constant communication between designers, artists, animators, programmers or brand managers, often spread out across several locations. You will work on your leadership and management skills, following the lead from your direct manager. The bottom line: helping achieve the team's aim to create successful, innovative games.

Aaron Wang
—
Project Manager,
Singapore and
Paris HQ

"Ubisoft is a company that dares to try new things. You can always challenge the existing processes and come up with new ways of working.
I consider myself very fortunate to be part of the Graduate Program. It is an amazing opportunity and an incredible challenge at the same time."

JOIN US

If you're ready to help take the world of gaming to a whole new level, the **Ubisoft Graduate Program** is ready to help you get there. Challenge yourself, your talent, and get your career on course.

Timeline

- Apply online from January 1
- Closing deadline February 28
- Selection process February to April 30
- Program start date from July to September

Selection Process

- Local interviews
- Technical tests
- Interviews with experts/Assessment Day

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