

The **Technology Group** of Ubisoft in Craiova is looking for a C++ Programmer to join our team.

Mission of the role:

The C++ Programmer is responsible for developing software components (middleware) that are part of our video game engines. Those game engines run on all latest handheld game consoles and are used in multiple game productions around the world

Main tasks:

- Analyze new functionalities and propose technical solutions
- Develop software solutions according to client needs and specifications
- Write solid code with focus on performances and memory usage
- Maintain a high software quality, find and fix bugs
- Write documentation to transfer the knowledge to client developers and team members
- Suggest improvements to the developed products
- · Provide support to game teams who use the developed technologies

Be part of our team if:

- You have good knowledge of C++ programming.
- You are proactive in writing optimized code (CPU, memory);
- You are able to write code in a multi-threaded/multi-CPU environment;
- You are keen to participate in the development of the junior members of our team;
- You are used to communicate effectively with both technical and non-technical parties;
- You are knowledgeable of one assembly language and C#/.Net ;
- You are fluent in English.

We offer

We have salaries to motivate you, bonuses for your performances, medical services to keep you safe and sound and meal tickets to use them wherever you want.

But most of all, we guarantee you'll enjoy our atmosphere and working environment.

Ubisoft is a leading creator, publisher and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including Assassin's Creed, Just Dance, Tom Clancy's video game series, Rayman, Far Cry and Watch Dogs. The teams throughout Ubisoft's worldwide network of studios and business offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets and PCs.

Ubisoft Romania is the first Ubisoft production studio outside France. The Romanian adventure, which began in 1992, has turned into an exciting success story where Production, Test and Information Technology Department are its driving force.

Come and join our team of over 1000 professionals and help us create highly appreciated interactive entertainment products!

For further information you can contact Oana Ilie - HR Business Partner, at

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