

UBISOFT TORONTO

NXT

SHOWCASE

Be Inspired. Be Creative. Be NXT.

The Ubisoft Toronto NXT Showcase is an annual competition designed to showcase the talent of video game development students in Ontario and to help kick-start their careers in the industry by awarding apprenticeships to competition winners.

Last year, 14 students made the transition from student to game developer at Ubisoft Toronto through this program.

Compete in one of four disciplines to win an apprenticeship:



PROGRAMMING



ANIMATION



MODELLING



CONCEPT ART

UBISOFT TORONTO NXT SHOWCASE: PROGRAMMER APPRENTICE COMPETITION

The winner of the Programmer Apprentice will spend the summer working with the studio's top programming talent as the Ubisoft Toronto NXT Programmer Apprentice 2018.

ELIGIBILITY

To be eligible to make a submission to Ubisoft Toronto NXT Showcase, you must reside in Ontario, be eligible to work in Canada, and currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2016. This challenge must be done individually. Team based submissions will not be reviewed.

THE BRIEF

Your entry must be entirely in C++. You will need Microsoft Visual Studios 2015 or 2017 in order to successfully complete this challenge. We will make the API available to download on Tuesday March 6, 2018 and release the challenge brief on Friday April 6, 2018.

SUBMISSION REQUIREMENTS & DOCUMENTATION

****All items are mandatory****

- **The entry package must be named as follows:
NXTShowcase_Programming_FirstnameLastname**
 - » **Code and documentation should be in a .zip file**
 - » **Documentation must be in PDF or PowerPoint format**

- Full name;
- School;
- Program;
- Your brief biography;
- Your résumé and cover letter;
- The complete code to your game;
- The link to a YouTube video of a play-through of your game in HD at a resolution of 1080p, highlighting the gameplay and technical features. This video should be approximately 5 minutes in length.

JUDGING CRITERIA

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

This is a technical and gameplay challenge – we will ignore artistic merit in the judging.

Technical Challenge (1-10):

- Advanced and well-applied techniques
- Ambitious design

Code Structure (1-15):

- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow

Innovation (1-5):

- Unique solutions to technical problems
- Interesting and effective gameplay

Select candidates will be invited to the studio for an apprenticeship interview. Ubisoft Toronto will designate five finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

DEADLINES

Pre-registration Deadline: Friday February 16th, 2018, 11:59 pm EST
Pre-register by completing this [registration form](#) online.

API Available to Download: Tuesday March 6th 2018

- API will be made available at <https://toronto.ubisoft.com/nxtshowcase>

Challenge Starts (Files available): Friday April 6, 2018, 2:00 pm EST

- Full challenge details and files will be published at <https://toronto.ubisoft.com/nxtshowcase>
- Those who pre-register will receive an email reminder one week and then 24 hrs before the challenge goes live

Full submission Deadline: Sunday April 8, 11:59 pm EST

Complete this [submission form](#) where you will be asked to provide a link to your submission package.

Awards Ceremony: May 2018 – Exact Date TBC (By Invitation Only)

The top five finalists will be invited to attend the Ubisoft Toronto NXT Showcase Awards Ceremony in May 2018. We will announce the Grand Prize Winner during this reception, and we will showcase and celebrate the talent of all of the NXT Showcase finalists. The event will be attended by some of Ubisoft Toronto's top talent, who will be on site to review portfolios and for networking opportunities.

PRIZES:

- **1st Prize:**
 - » One (1) paid Programmer Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin June 4th, 2018. Dates subject to change at the sole discretion of Ubisoft;
 - » One Ubisoft prize pack valued at approximately \$300

- **Finalist Prizes:**
 - » One Ubisoft prize pack valued at approximately \$300

QUESTIONS?

Email us at UbisoftTorontoNXT@Ubisoft.com