

PROGRAMMING

UBISOFT TORONTO
NEXT

Be Inspired. Be Creative. Be NEXT.

[Ubisoft Toronto NEXT](#) is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid apprenticeship and spend the summer learning from the Ubisoft Toronto studio's top talent.

Compete in one of seven disciplines to win an apprenticeship:

- Modelling
- Animation
- Programming
- Concept Art
- Level Design
- User Interface
- Technical Art

Last year, 12 students made the transition from student to game developer at Ubisoft Toronto through this program. Are you next?

Eligibility

- You must reside in Ontario
- Be eligible to work in Canada
- Currently attend or have graduated from an Ontario post-secondary school no earlier than Spring 2017.
- This challenge must be done individually. Team based submissions will not be reviewed.

Ubisoft Toronto NEXT: Programming Competition

We will make the API available to download on Friday, February 22nd, 2019 and release the challenge brief on Friday March 22nd, 2019. Your entry must be entirely in C++. You will need to download [Microsoft Visual Studio 2015 or 2017](#) to successfully complete this challenge.

Submission Requirements & Documentation

Submit your entry at <http://toronto.ubisoft.com/next-submissions/>

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

- **The entry package must be named as follows: NEXT_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.

Key Dates & Deadlines

Want to stay on top of the competition? Sign up for reminders, tips, and important updates at <http://toronto.ubisoft.com/next-sign-up/>

API Available to Download: Friday February 22nd 2019

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

Challenge Starts (Files available): Friday March 22nd, 2019, 2:00 pm EST

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

Full submission Deadline: Sunday March 24th, 2019, 11:59 pm EST

Submit your entry at <http://toronto.ubisoft.com/next-submissions/>

Interviews: Early May 2019

Selected candidates will be invited to the studio for an apprenticeship interview.

Portfolio Reviews & Mid-May 2019

Feedback Sessions: Those who complete a submission by the deadline will be contacted by email in early May by email with the opportunity to sign-up for a limited number of portfolio review sessions with Ubisoft Toronto developers. Note: Session spots are first-come, first-serve and are not guaranteed. Due to the volume of submissions we receive each year, we regret that we cannot provide feedback on submissions outside of these portfolio review sessions.

Awards Ceremony: Mid-May 2019 – By Invitation Only

Finalists will be invited to attend the Ubisoft Toronto NEXT Awards Ceremony in May 2019. We will announce the Grand Prize Winner during this reception, and we will showcase and celebrate the talent of all of the NEXT finalists.

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.

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

Technical Challenge (1-10):

- Advanced and well-applied techniques
- Ambitious design

Innovation (1-5):

- Unique solutions to technical problems
- Interesting and effective gameplay

Ubisoft Toronto will designate a maximum of 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.

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 3rd, 2019. 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 NEXT@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 24 hours.