Technical Lead - 3D/Rendering [FAR CRY Project]

Toronto - Full-time - 74399841272544

Apply Now:

On being a Technical Lead (3D) at Ubisoft Toronto

We are hiring a Technical Lead - 3D/Rendering role for a FAR CRY Project. As a Technical Lead (3D) at Ubisoft Toronto, you’re an established leader, an expert in 3D, who relies on past learnings to guide decisions in the present and proactively plan for the future.

Working together with the Team Lead, steer a team of programmers towards a technical vision. While navigating constraints to turn it into reality, the Technical Lead and team will be producing high-quality code.

With a responsibility to help your team of programmers develop their technical skills, you coach and mentor them, empowering them to innovate and perform at their best.

Thanks to your expertise, credibility, and reliability, not only can developers on your project turn to you for information and direction, but so can others. You’re a go-to person for guidance and a trusted advisor for Ubisoft employees worldwide. You have a good understanding of the physics of lighting and a working knowledge of physically based shading. You use these passions, skills, and knowledge to create striking work, and are able to provide technical expertise.

On a typical day, you note issues and brainstorm ways to address them. You review outstanding bugs and how best to approach them, identify risks and deliver on time.

The daily life of a Technical Lead (3D) at Ubisoft Toronto

- Define the technical vision within the project’s 3D team + plan its technical roadmap.
- Regularly meet with the 3D programming team to discuss progress; tackle setbacks; share updates; present features; give feedback; informatively and constructively explain the root causes of risks and issues; etc.
- Mentor and motivate programmers to develop their technical skills + provide them with what they need to work efficiently and achieve quality (tools, pipelines, etc.) and empowering them to innovate.
- Write elegant code customized to the hardware you’re working with.
- Provide technical oversight by reviewing code and making technical validations.
- Improve existing graphical features and inspire the development of new ones.
- Anticipate and assess complex, escalated issues + propose adapted solutions.
• Sync up with other technical leads to remove blockers and keep production moving forward.
• In conjunction with the Team Lead, communicate with interdependent teams on other projects to exchange information.
• Stay up to date on technological advancements and industry standards to define our best practices + share them with our studios.
• Explore new hardware and deal with the interesting challenges and opportunities it poses.
• Encourage knowledge sharing and facilitate information flow (e.g. produce modular code for colleagues from other projects and studios, host and attend 3D tech talks and other presentations, write about your work, etc.).

What it takes to make it

• An undergraduate degree in Computer Science, Computer Engineering, Software Engineering, or equivalent training or relevant experience
• Around 7 years of programming experience + 2 years of technical leadership
• A deep understanding of a variety of game engines, systems, programming languages, interdependencies, and critical issues
• Proficiency in C++
• Knowledge of GPUs, HLSL/GLSL, and graphics APIs (e.g. DirectX and Vulkan) + understanding of game engines and their limitations
• A thorough grasp of memory management & multithreaded programming techniques
• The ability to make informed, immediate decisions with minimal long-term impacts
• A strategic approach to problem-solving: you don’t just patch problems, you solve them so that they never happen again
• Excellent mentorship, interpersonal, and presentation skills
• A highly innovative and collaborative spirit
• Effective cross-departmental communication: you can easily communicate with all disciplines + break down complex information for various audiences
• A desire to share your knowledge to push the boundaries of technology & help others improve their skills
• Willingness to continue learning – new technologies, engines, rendering techniques, programming languages, you name it

Nice to have

• Previous experience managing a team of game programmers is an asset

We Offer:

• A hybrid, flexible work model
• Six weeks of vacation
• An enhanced parental leave program
• Comprehensive Total Rewards Package:
  ○ Disability Insurance
  ○ Dental Insurance
  ○ Extended medical insurance
  ○ (Optional) RRSP contribution
Life at Ubisoft

At Ubisoft Toronto, we look for people who are excited to create the future of games in one of the most diverse cities in the world. We believe that embracing our individuality helps us build stronger creative teams and develop better games for all players.

When you’re a member of our team, your professional development is a priority. You’ll have opportunities to be challenged, learn and grow in your role. Pushing the boundaries of what’s possible within game development while working with Ubisoft’s most powerful technologies – from game engines to performance capture and more. Annual performance reviews and salary increases will help you further your career and grow with our studio. We also offer hybrid remote work options, six weeks of vacation for all employees, an enhanced parental leave program, a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development.

We celebrate the big and small moments together - with virtual events, get togethers, giveaways and more. In addition to our “right to disconnect” philosophy, the studio offers a variety of health and wellness initiatives including yoga, an on-site gym, flexible work hours, and other programs to create a better, sustainable work environment for our teams.

We encourage you to read our Code of Conduct prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best possible place to work and grow. Knowing and respecting our Code of Conduct’s principles and guidelines is key to achieving that goal.

Join Us!

At Ubisoft Toronto, we believe diversity is our studio’s biggest strength. We’re committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values – trust, integrity, excellence and care.

We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+.

If this sounds like your kind of studio, what are you waiting for?

Ubisoft Toronto is committed to providing accommodations for accessibility upon request.

We thank you for your interest, however, only those candidates selected for an interview will be contacted. No agencies please.