3D Programmer (Rendering) [FAR CRY Project]

Toronto - Full-time - 74399841276240

Apply Now:

On being an 3D Programmer at Ubisoft Toronto:

We are hiring a 3D Programmer (Rendering) role for a FAR CRY Project. When you’re a 3D Programmer at Ubisoft Toronto, you connect with our players on two of the most basic aspects of a AAA game: its visuals and its performance. Your great math skills, your sharp eye for visual detail, and your knowledge of GPUs allow you to write a game’s most fundamental code and deliver a stunning visual experience.

As a dependable member of a larger production team, you collaborate with colleagues from a range of disciplines who depend on you for quickly getting something that is clear and good-looking up on screen. You work well with technical artists, transforming their requirements into efficient, working code.

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 performant striking work, and are eager for your colleagues’ feedback.

The daily life of a 3D Programmer at Ubisoft Toronto:

- Program code customized to the hardware you are working with
- Explore new hardware and deal with the interesting new challenges it poses
- Meet up with artists to assess their needs and vision
- Review code to improve its performance, in search of that vital extra millisecond
- Read the latest relevant academic literature in order to stay at the forefront of your field
- You might attend a 3D tech talk by one of your colleagues on another project or brand – or give one yourself

What it takes to make it:

- An undergraduate degree in Computer Science, Computer Engineering or equivalent
experience

- A minimum of 5 years' experience in general programming, ideally in the video game industry, with at least 3 years in graphics programming.
- Experience working on a larger graphics systems/feature in a performance critical environment. (Having shipped a AAA game is an asset)
- Proficiency in C++ (understanding of C# is an asset)
- Experience with HLSL/GLSL
- Experience in 3D programming for console and/or PC (DX11+/OpenGL 4.3+/Vulkan)
- Understanding of modern GPU rendering pipeline and how to utilize it efficiently
- Understanding and experience in real-time Physically Based Rendering (lighting, BRDF's, camera model, etc.)
- Comprehensive understanding of rendering techniques used in modern AAA video-game productions
- Experience developing on video-game consoles and in performance optimization for consoles, particularly console specific shader optimizations
- Experience in using Mathematica to solve and optimize rendering algorithms is an asset
- Understanding and experience of Monte-Carlo path tracing techniques
- Drive and knowledge how to push the real-time rendering quality in video-games
- Ability to technically analyze images and propose quality improvements that fall in line with PBR;
- A proficiency to communicate with all disciplines, and to support and elevate the team in terms of visuals and performance
- You are creative and thirsty for innovation

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
  - Relocation Assistance
  - Bonus (If Applicable)

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.