Technical Lead

Montreal - Full-time - 743999946402669

Apply Now:

As a Technical Lead at Ubi MTL, you're an established leader, an expert in your field, who relies on past learnings to guide decisions in the present and proactively plan for the future.

You steer a team of programmers towards a technical vision, plus produce high-quality code and navigate constraints to turn it into reality.

With a responsibility to help your team of programmers develop their 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.

What you'll do

- Define the **technical vision** within your area of specialization (e.g. tools, web, middleware, gameplay, animation, UI, physics, AI, 3D, engine, etc.) + plan its technical roadmap.
- Regularly **meet with your programming team** to discuss progress, tackle setbacks, share updates, present features, give feedback, and informatively and constructively explain the root causes of risks and issues.
- **Mentor** and **motivate** programmers to develop their technical skills + provide them with what they need to work efficiently and achieve quality (tools, pipelines, etc.).
- **Write elegant code** customized to the hardware you're working with.
- Provide **technical oversight** by reviewing code and making technical validations.
- **Anticipate** and **assess** complex, escalated issues + propose adapted solutions.
- Synch up with other technical leads to **remove blockers** and keep production moving forward.
- 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.

What you bring

- An undergraduate degree in Computer Science, Computer Engineering, Software Engineering, or equivalent
- Around 7 years of programming experience + 2 years of technical leadership
- A deep understanding of a variety of systems, programming languages, interdependencies, and critical issues or game engines
- 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

<u>What to send our way</u>

- Your CV highlighting your education, experience, skills, and any games shipped