Programming Team Lead - (Assassin's Creed project)

Montreal - Full-time - 743999982356468

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As a team lead, you will guide a group of talented and inspired programmers who develop technologies needed to create the games that Ubisoft fans have come to expect. Your technological know-how, leadership skills, and ability to make informed decisions will help you fulfill your ambitions. Your work will be filled with passion and pride.

Driven by a desire to see your team members flourish, you will support them in their professional development by seeing to their well-being, acting as their spokesperson in meetings with other teams and management, and ensuring that each person is in a position that stimulates them and lets them shine.

Your global vision and deep understanding of what everyone does on your team will allow you to coordinate the work and multiply the results of everyone's efforts. What motivates you the most is to see your team grow and deliver quality, consistent systems that will help provide the rich gaming experience our players are looking for.

What you'll do

- **Distribute** tasks and **follow-up** on the progress of the various projects during team meetings;
- Provide your team with the **tools** they need to work independently and contribute to the long-term **technological vision** of the projects;
- Meet individually with each member of your team to discuss **performance**, **well-being,** and **career advancement;**
- Go over **notable bugs** and determine the best way to fix them;
- Communicate regularly with leads in other disciplines to **plan ahead**, **assess risks**, and **deliver** on time;
- **Code** alongside your team members;
- Keep your project lead informed of the progress of your assignments and meet with other leads, both on your project and others, to discuss ways to **improve processes** and **share technologies**.

What you bring

- A degree in Computer science or Software engineering;
- A minimum of 8 years' experience in game programming;
- A minimum of 3 years' experience managing a team of game programmers;

- Proficient in C++ and other programming languages commonly used in game production;
- Participation in at least one full game production or equivalent as a programming team lead;
- Impeccable strategic leadership and communication skills;
- Remain calm when facing challenging situations (you know a solution is always at hand.);
- A deep understanding of video game production with the ease to see the perspectives of other game production disciplines.

Charles-Antoine and Jaimie, our talent acquisition specialists, will analyze your application. Please send us your **CV** highlighting your education, experience and skills.

Please note that our positions are hybrid, but if you reside outside Quebec or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

We look forward to reading your application ! □