



Senior UI Programmer - (Assassin's Creed project)

Montreal - Full-time - 743999984194653

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The incumbent will develop the modules for a game's general presentations (menu, HUD, mini-games, etc.).

What you'll do

- Read the game design documents to understand the intended player experience and actively challenge game design feedback to facilitate this experience;
- Help define the features and implementation of the UI in an effort to support the graphic designer's needs;
- Design and implement menu and interface systems for specific users on each platform, preserving the uniformity of the visual and logistical aspects;
- Provide tools for UI systems and debugging through internal "debug draw".
- Investigate and develop a deep understanding of UI framework, and use this knowledge to support the presentation team;
- In collaboration with design and other programming teams, quickly prototype interaction concepts for the game;
- Be reactive to feedback and perform quick iterations;
- In collaboration with the graphic designer, integrate designs and animation;
- Provide hooks for graphic designer animations and sound support;
- Understand the UI requests and recognize or investigate technical limitations (performance tracking and memory);
- Work closely with designers and artists to implement new ideas, providing technical, creative, and scheduling feedback
- Working collaboratively with the team to ensure that UI meets aesthetic and functional requirements
- Actively maintain skill-set and knowledge base by keeping track of the latest innovations from the industry
- Oversee and maintain modules or systems that underlie the user interface;
- Optimize user interface code to run efficiently on cross platform;
- Interact and collaborate with different departments;
- Challenge the game design of the game as well as its User Experience (UX);
- Develop automated tests APIs related to UI systems to ensure continuous health of the game;
- Have a broad knowledge of ergonomics and UX principles as applied to UI;
- Apply knowledge of localization and accessibility features;
- Carry out all other related tasks.

What you bring

- Degree in Computer Science or Computer Engineering or equivalent training or experience;
- At least 5 years of experience in C++ programming in the video game sector or embedded systems, or relevant fields;
- Problem-solving skills;
- Attention to detail;
- Good interpersonal and communication skills;
- Autonomy and ethics in proactive work;
- Drive to take up major challenges;
- Define and estimate tasks in an structured way;
- Ability to adapt to change;
- Results oriented;
- Basic knowledge in 3D Graphic programming (shaders, real time rendering and rendering pipeline in general or concepts);
- Familiarity with user experience concepts is an asset;
- Games industry experience preferred;
- Knowledge of programming design patterns and recognition of programming standards.
- Knowledge of current trends in graphic design and user interface design;
- Knowledge of Adobe Flash and Actionscript 2.0 and up, other scripting and programming languages (XML, C#, JavaScript, HLSL, etc.) an asset;
- Knowledge of object-oriented programming;
- Knowledge of source control and multimedia integration.

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 ! ☐