IT Manager

Montreal - Intern - 744000014854165

Apply Now:

As an IT Manager within Ubisoft's IT department at the Ubisoft Data Office (UDO), you will lead a multidisciplinary and skilled team tasked with developing and maintaining a data pipeline that processes real-time data from all Ubisoft games.

More specifically, you will be involved in the development of a streaming pipeline that aggregates player telemetry into various analytical models, which is critical for the decision-making of the Production teams. This pipeline already plays a key role in the analytical ecosystem and aims to be generalized for broader functional application within the Group. You will also have the opportunity to participate in the overhaul of its core, transitioning from the Kafka-Streams Framework to Flink.

You will work in a rigorous yet innovative, multidisciplinary team focused on collaboration. Beyond the team and project, you will have the opportunity to engage in discussions and initiatives within the Data Office, which is undergoing restructuring.

Responsibilities

- Lead a team of experienced and multidisciplinary programmers, guiding their efforts to achieve goals while supporting and developing individual talents. You will also reinforce the DevOps/LiveOps mindset within the team.
- Plan and prioritize tasks in close collaboration with your direct manager and the project's technical experts. You will develop the roadmap, set priorities, monitor tasks, and ensure each team member is working on the right topics.
- Serve as a liaison between the team, technical experts, management, and cross-functional departments to align project objectives with the Group's strategy and represent the team's challenges to leadership.
- Facilitate SCRUM ceremonies, promote constructive discussions, listen to everyone's ideas, and make necessary decisions.
- Foster a spirit of collaboration, innovation, knowledge-sharing, and reduce silos within the team.

- Team management experience, with expertise in the development and optimization of data pipelines, particularly in Big Data.
- Development skills to understand and advocate for the technical challenges of projects.
- DevOps and LiveOps mindset, with a collaborative and agile approach.
- Ability to organize, prioritize, and explain complex technical subjects.
- Empathy and sensitivity to the well-being of team members, while being open to new ideas and perspectives.
- Ability to balance short-term priorities with long-term goals.

If you have knowledge of infrastructure, Kubernetes, cloud solutions, Flink, or Kafka Streams, it will be considered an asset.

Just a heads up: If you require a work permit, your eligibility may depend on your education and years of relevant work experience, as required by the government.

Skills and competencies show up in different forms and can be based on different experiences, that is why we strongly encourage you to apply even though you may not have all the requirements listed above.

At Ubisoft, we embrace diversity in all its forms. We're committed to fostering an inclusive and respectful work environment for all. We know the importance of providing a pleasant interview experience, therefore if you need any accommodation, please let us know if there is anything we can do to facilitate the interview process.