## **Golang Developer**

## Montreal - Full-time - 744000016400479

## **Apply Now:**

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Ubisoft IT is looking for a Golang Developer to join the IT Engineering & Platform team. As a Golang Developer joining this team, you will be responsible for designing and building a control plane that ensures the reliability, scalability, and security of Ubisoft's Kubernetes infrastructure.

## **Responsibilities:**

- Participate in the design, development, testing, and deployment of a high-performance control plane for our Kubernetes hosting platform;
- Collaborate closely with cross-functional teams, including DevOps, infrastructure, and security, to ensure seamless integration and operation of the control plane;
- Implement and maintain features that enhance the functionality, efficiency, and scalability of the control plane;
- Ensure the security and compliance of the control plane, while incorporating best practices and industry standards;
- Work closely with product managers and stakeholders to gather requirements and provide technical expertise in shaping the direction of the Kubernetes hosting platform;
- Collaborate actively with your team, and other teams to ensure alignment and synergy;
- Conduct regular code reviews and mentor junior developers;
- Troubleshoot and resolve issues by working proactively to identify and address potential challenges;
- Stay updated on industry trends, emerging technologies, and best practices in Kubernetes and cloud-native development.
- Deep expertise in Golang development with a strong focus on back-end;
- In-depth knowledge of Kubernetes architecture, control plane components, services such as EKS and AKS, and associated technologies;
- Solid understanding of networking concepts and protocols relevant to Kubernetes such as CNI, Ingress, and Egress;
- Experience with Git for version control and CI/CD pipelines;
- Experience with cloud platforms, such as AWS, Azure, or GCP;
- Experience creating and integrating RESTful APIs, gRPC with an understanding of microservices and distributed architectures.

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.