Network Technical Lead

Montreal - Full-time - 744000020541576

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- Design, implement and maintain network systems for multiplayer games.
- Lead and technically supervise a team of engineers to integrate network functionalities into the game engine.
- Responsible for network performance to ensure low latency, low bandwidth and high reliability.
- Diagnose and resolve network-related issues during development and post-launch.
- Work closely with gameplay and backend teams to ensure seamless integration of network features.
- Keep abreast of the latest network technologies and best practices and apply them within the team.
- Significant experience in the application of networking principles in one or more AAA multiplayer games.
- Experience in designing large-scale system architectures.
- Ability to design and implement scalable multiplayer architectures.
- Experience in high-performance programming, multithreading and memory management.
- Expert knowledge of low-level network concepts and high-level multiplayer gaming systems.
- Solid understanding of network protocols, data transmission and synchronization techniques.
- Excellent collaboration and communication skills.

What to send us

• Your CV highlighting your education, experience, skills and games delivered

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