



# Cloud Developer

**Montreal - Full-time - 744000021901696**

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Ubisoft IT is looking for a Cloud Developer to join the team that is part of the Ubisoft Data Office (UDO) department. This team's main mission is to manage the entire lifecycle of a streaming pipeline involving player telemetry. This pipeline is fully deployed and maintained by the team through the GitOps paradigm and offers high scalability with low latency. This pipeline already plays an important role within the analytics ecosystem and aims to be deployed as a broader functional application within the Group.

As a Cloud Developer joining this team, you will be responsible for the development of the above-mentioned *pipeline* in several analytical models, which is critical to the decision-making of Production teams.

## Responsibilities

- Perform cloud management using various tools such as Terraform, ArgoCD, and Grafana;
  - Participate in the design and execution of infrastructure load tests;
  - Diagnose and correct infrastructure anomalies;
  - Participate in the continuous improvement of the platform in terms of automation, monitoring, alerting, and cost optimization;
  - Participate in peer reviews of the quality, reliability, and reusability of systems and procedures;
  - Participate in the evaluation and integration of new technologies and best practices;
  - Contribute and encourage the DevOps and LiveOps mentality within the team;
  - Keep up to date with DevOps trends and technologies;
  - Promote the spirit of mutual aid, innovation, sharing and silo reduction.
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- Expertise in management and deployment within the Kubernetes ecosystem;
  - Strong experience with cloud technologies such as AWS and Azure;
  - Proficient experience with Infrastructure as code technologies such as ArgoCD and Terraform;
  - Good experience with streaming systems such as Kafka;
  - Experience working with large-scale infrastructure.

*If you have the following experience, it will be considered a major asset:*

- *Experience in Big Data, more specifically in the development or deployment of a Data pipeline.*

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.***