Senior Network programmer (C++)

Montreal - Full-time - 744000030374935

Apply Now:

Main responsibilities:

- Design, implement and maintain network systems for multiplayer games.
- Collaborate with other engineers to integrate network functionality into the game engine.
- Optimize network performance to ensure low latency, low bandwidth and high reliability.
- Troubleshoot 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.

- Significant experience in applying networking principles in one or more AAA multiplayer games.
- Experience in high-performance programming, multithreading and memory management.
- Expert knowledge of low-level network concepts and high-level multiplayer game systems.
- Solid understanding of network protocols, data transmission and synchronization techniques.
- Experience in designing large-scale system architectures.
- Ability to design and implement scalable multiplayer architectures.
- Excellent collaboration skills.

What to send us

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