



Back-End Golang Developer

Montreal - Full-time - 744000046893535

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Ubisoft IT is looking for a Golang Developer to join the Monitoring team. This team is responsible for supporting our operational teams with state-of-the-art monitoring and event management solutions that address the demanding nature of online gaming and disrupted applications in a cloud and virtualized environment.

As a Golang Developer joining this team, you will be part of a multi-skilled team responsible for developing the necessary tools for our monitoring ecosystem, while ensuring its evolution and improvement. Working with this team will allow you to work with native cloud and virtualization technologies as well as emerging technologies such as Golang, Kubernetes, Docker, and Prometheus.

Responsibilities

- Participate in the entire development lifecycle (SDLC) of our monitoring platform, developing tools and automation solutions within the platform ecosystem;
 - Participate in the implementation of new monitoring platforms and sources;
 - Ensure the effectiveness of metric dashboards and support implemented functionalities;
 - Participate in application governance and infrastructure monitoring design, implementation, customization, and support;
 - Act as an expert in monitoring tools and platform development within the DevOps framework, while keeping abreast of new trends, best practices, and technologies;
 - Configure and maintain a centralized monitoring platform;
 - Provide event logs and repositories to facilitate investigation and prevention of incidents, problems, and Quality of Service (QoS) issues;
 - Develop the technical skills of everyone, including your peers, through mentoring, coaching, and training.
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- Good experience with the programming language Golang;
 - Significant experience with monitoring tools such as Prometheus and open-source monitoring technologies such as time series databases, metric dashboards, real-time charts, chart editors, ELK stacks, and vector framework;
 - Development expertise in large enterprise environments and exposure to DevOps philosophy;
 - Knowledge of container technologies such as Kubernetes and Docker
 - Ability to develop the technical skills of team members through mentoring, coaching, and training;
 - Good understanding of infrastructure protocols for collecting event data at the element level, network performance, application performance, and operations.

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.