Senior C++ Programmer - Machine Learning Content Creation Technology Group

Montreal - Full-time - 744000049658983

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The Content Creation Technology Group (CCTG) is looking for a Senior AI/ML Programmer who will contribute to the development of applications in the domains of Generative AI and ML bots. The Senior AI/ML Programmer role will bring best practices and design principles to assist the team in delivering our ambitious features roadmap.

Main responsibilities:

- Provide and support ML systems based on business requirements and objectives.

- Establish technical designs to meet game's needs.

- Collaborate with the data science team, specialized programmers (gameplay, AI, etc.), the research team, and other stakeholders such as productions.

- Develop, integrate, and maintain inference engines, libraries, and ML frameworks.

- Leverage best hardware (NPU, GPU, CPU) to accelerate ML related computations

- Develop systems that allow Gameplay programmers and Data scientist to easily track relevant data to train models

- Develop systems to benchmark, evaluate and optimize model's performance

- Program in a clear and structured manner that is in keeping with performance, maintenance,

modularity, scalability and compatibility requirements

- Integrate and maintain ML systems in game engines and games.

- Write unit tests and integration tests

<u>Other responsibilities:</u>

- Creating proof of concepts, that can require model training, fine tuning, experimenting with different techniques and models.

- Suggest improvements whenever necessary by designing and implementing new systems or enhancing existing ones

- Conducting research to stay up to date with the latest advancements.

- Documentation, presentations, and knowledge sharing to communicate complex AI concepts to both technical and non-technical collaborators.

<u>Education:</u>

Bachelor's degree in computer science or computer engineering or equivalent. Master in Machine Learning is an asset.

<u>Relevant Experience:</u>

Minimum 5 years' experience in AI/ML.

<u>Core Skills:</u>

- In-depth knowledge of C++ required

- Strong Architecture skills

- A good hardware knowledge, to take advantage of multithreading, and optimize memory management.

<u>Other Skills:</u>

- Proficient in Python is an asset.

- Experience working with game engines is an asset.

- A good knowledge of Database products is an asset.

- A good knowledge of cloud-based platforms is an asset.

- A good knowledge of machine learning and deep learning fundamentals.