



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

Other responsibilities:

- 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.

Education:

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

Relevant Experience:

Minimum 5 years' experience in AI/ML.

Core Skills:

- In-depth knowledge of C++ required
- Strong Architecture skills

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

Other Skills:

- 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.