



# Lead R&D Programmer - La Forge

**Montreal - Full-time - 744000055412515**

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As a Technical Lead at La Forge, you'll guide a small yet mighty team of R&D developers in transforming prototypes into minimum viable products for video game productions.

With the support of the department's development director and production manager, you'll provide invaluable technical oversight and direction - from design to delivery.

With a responsibility to help your team of developers refine their skills, you'll coach and mentor them, empowering them to innovate and perform at their best in a collaborative R&D space.

Thanks to your know-how, credibility, and reliability, not only can your colleagues at La Forge turn to you for information and direction, but so can others. You're a go-to person for guidance and a trusted advisor for Ubisoft employees worldwide.

La Forge is a bridge between academia and video game production, between scholars and industry experts. Dedicated to innovation, we aim to accelerate research and development. Through prototyping, we help content creators build increasingly believable worlds and better understand our players. Academics and professionals, together, we explore subjects such as rendering, animation, AI, audio, and physics. Our mission: to tackle some of the biggest challenges in art and tech gaming.

**What you'll do?**

- Help define the development plan and deliverables of prototypes to be implemented on productions.
- Regularly meet with your team of R&D developers to assign tasks, discuss progress, overcome blockers, give feedback, etc.
- Mentor and motivate your team to develop their technical skills + provide technical oversight by reviewing code and making technical validations.
- Partner with production teams to introduce innovative technologies into their pipelines, identify opportunities, and propose new projects.
- Bridge communication between La Forge and other teams across Ubisoft.
- Write efficient, elegant code.
- Represent your team at all kick-off and closing meetings.
- Anticipate and assess complex, escalated issues + propose adapted solutions.
- Monitor technological advancements and industry standards + share your learnings with our studios and the academic sector.
- Take part in recruitment to assess candidates for internships and full-time positions.

## **What you bring**

- PHD in computer science
- Extensive experience in programming & innovation and/or team management (or other relevant experience)
- Demonstrated technical knowledge in a couple of disciplines related to video games + curiosity to continue learning (Feel free to check out our YouTube channel for a glimpse of the subjects we cover at La Forge:  
<https://www.youtube.com/channel/UC1oDKQKlBlNso7E7XAiB--A/videos>)
- Mastery of C++ (Python, an asset)
- A thorough grasp of Git and Visual Studio
- Effective cross-departmental communication: you can interact with all disciplines + break down complex information for various audiences
- Excellent mentorship, interpersonal, and presentation skills
- An entrepreneurial spirit that allows you to persevere, learn from mistakes, and bounce back from setbacks
- A desire to share your knowledge to push the boundaries of the industry & help others improve their skills

## **Company Description**

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, For Honor, Just Dance, Rainbow Six, and many more to come. Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves. If you are excited about solving game-changing challenges, cutting edge technologies and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.

**Please note** we are committed to promoting a flexible working policy, as we value in-person interaction and collaboration. Our hybrid work model includes a minimum of 3 days a week in our office and the remaining 2 days working from home. Also, if you reside outside Quebec or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.