



Gameplay Programmer - Rainbow Six Siege

Montreal - Full-time - 744000058358704

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Working as a gameplay programmer in the team responsible for Rainbow 6 Siege, a "live" game played by millions of players every day. Participate and innovate in a constantly evolving environment. You will have the opportunity to work on various gameplay initiatives and improve existing systems while supporting a "live" game and helping different cells achieve their goals.

As a reliable member of a cohesive gameplay team, composed of specialists in AI, UI, and 3C, you will bring the vision of game and mission designers to life, who will consider your perspective and expertise in their decision-making.

What You Will Do

The main and usual functions of this job are:

- Coding new and existing systems to meet the game design intent.
- Ensuring the consistency of new elements with existing code.
- Developing gameplay tools for large content teams.
- Understanding existing features, then suggesting and developing improvements.
- Collaborating with design and animation teams on environments.
- Fixing gameplay bugs.
- Documenting your work.

What You Bring to the Team

- A bachelor's degree in computer science or computer engineering.
- At least 7 years of experience in C++ programming and optimization.
- Experience in gameplay, AI, and design (main characters, cameras, NPCs, environment, behaviors...).
- Experience on a team that has shipped a video game.
- Experience in console design is a plus.
- Ability to communicate with all disciplines and support your team, elevating the quality and vision of the game.
- Creativity and a thirst for innovation.

What You Need to Send Us

- Your resume highlighting your education, experiences, skills, and, if applicable, shipped games.

About Us

Ubisoft's teams consist of 19,000 people across more than 30 countries worldwide, united by a common mission: to enrich the lives of players through original and memorable gaming experiences. Their energy and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer and believes that diversity of origins and perspectives is essential to creating worlds that allow everyone to thrive and express themselves.

Working at Ubi MTL means enjoying a work environment that sparks creativity and fosters connection. We offer a collaborative space focused on professional advancement, learning opportunities, and well-being (our significant social benefits attest to this!).

If you are excited about taking on thrilling challenges, leveraging the latest technologies, and being part of the future of entertainment, join us to create the unknown.

At Ubisoft, you are welcome as you are. We embrace diversity in all its forms. We are committed to fostering an inclusive and respectful work environment for all differences.

Please note that we are committed to promoting a flexible work policy as we value interactions and collaboration among people. Our hybrid work model includes **a minimum of three days per week in the office** and two days working remotely. If you reside outside of Quebec or Canada, relocation will be necessary. If you need a work permit, your eligibility will depend on your education and relevant years of work experience, in accordance with government requirements.