



Senior Engine programmer (FOR HONOR)

Montreal - Full-time - 744000058893496

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- Program in a clear and structured manner that meets performance, maintenance, modularity, scalability and compatibility requirements
 - Develop, refactor and optimize core systems focusing on the long-term.
 - Compile and understand the project purpose, identify development needs, and assess technical feasibility.
 - Analyze the engine's existing functions and see if they're in line with the purpose.
 - Build and improve the modules that the engine needs.
 - Recommend improvements by designing and implementing new systems, as needed.
 - Suggest innovative changes, drawing inspiration from other games or engines in the industry.
 - Maintain performance and optimize systems.
 - Support the features and systems designed for production.
 - Document work performed to transfer knowledge and help users (other teams) understand how the new systems and features work.
 - Collaborate with multiple teams to optimize the interaction between different game engine systems.
 - Share your knowledge with the different teams of the studio and be a go-to person for the programmers.
 - Assess and debug simple and complex performance issues + propose well adapted optimizations.
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- 3+ years in the video game industry
 - Excellent command of C++
 - Ability to analyze and synthesize existing systems
 - Skilled at debugging and solving complex problems in an optimal way
 - General understanding of modern game engine architecture
 - Good knowledge of multithreaded programming and synchronization mechanisms
 - University degree in Computer Science or Software Engineering (or equivalent training)
 - Knowledge and experience with modern game engines (asset)
 - Proficiency in Unreal or Unity (asset)
 - Knowledge of different hardware architectures (Intel, AMD, Xbox, PlayStation, etc.) (asset)
 - Familiarity with virtual machines and cloud services (asset)

Ubisoft's 20,000 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, Watch Dogs, 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.