



Team lead programming (MOD 2025 program)

Montreal - Full-time - 744000069631387

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As a team lead, you will guide a group of passionate programmers in developing technologies that power Ubisoft games, while supporting their growth, well-being, and professional development. You'll act as their advocate, ensure they thrive in their roles, and lead them in delivering high-quality systems that contribute to rich player experiences.

Your journey at Ubisoft will begin with being trained on one of our internal Engines. From there, you'll dive into your first project, where you'll sharpen your skills by focusing on Build Modernization and Engine Modification.

At the same time, we're looking for someone who thrives under the hood—someone who loves reverse engineering, low-level tinkering, and solving complex puzzles. You're not intimidated by legacy systems or old code and instead, you're able to understand and adjust complex systems.

Your adaptability and technical insight will directly influence the capabilities and success of the team. Additionally, your global vision and deep understanding of what everyone does on your team will allow you to coordinate the work and multiply the results of everyone's efforts.

What you'll do

- Distribute tasks and follow-up on the progress of the various projects during team meetings.
- Provide your team with the tools they need to work independently and contribute to the long-term technological vision of the projects.
- Meet individually with each member of your team to discuss performance, well-being, and career advancement.
- Go over notable bugs and determine the best way to fix them.
- Communicate regularly with leads in other disciplines to plan ahead, assess risks, and deliver

on time.

- Code alongside your team members.
- Keep your project lead informed of the progress of your assignments and meet with other leads, both on your project and others, to discuss ways to improve processes and share technologies.

What you bring

- A minimum of three years of experience managing a team of programmers
- Proficiency in C++, C# and other programming languages commonly used for developing games
- A bachelor's degree in computer science, computer engineering, or an equivalent field
- A strong passion for games and video game development
- Vast experience in programming
- Experience participating in the full production of at least one game or the equivalent as a programming team lead
- Strong organizational skills
- Excellent communication and strategic leadership skills coupled with strong empathy and diplomacy
- The ability to remain calm in difficult situations (you know that there is always a solution)
- A real understanding of video game production and the ability to put yourself in the shoes of the other professionals involved in production

What to send our way

- Your CV highlighting your education, experience, skills, and games shipped

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!