Tools programmer (MOD 2025 program)

Montreal - Full-time - 744000069646187

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As a Tool Programmer, you will design and maintain user-friendly, sustainable tools that support content creation teams, helping them focus on game development. By listening to user needs and applying creativity and precision, you will deliver efficient solutions that bring production ideas to life and empower teams to meet technical challenges and build world-class games.

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.

What you'll do

In an environment that promotes collaboration and knowledge sharing, you will:

- Develop and maintain stable tools aimed at improving productivity and long-term integrability for production teams.

- Design tools that meet specific needs.

- Debug systems and ensure quality of tool code.

- Identify technologies to adopt and make recommendations for both new tool development and improvements to existing systems.

- Work to automate processes to support a smooth workflow.

- Collaborate with production team members (artists, designers, etc.) to truly understand their

needs.

- Share with your colleagues in the tools community about your respective innovations and learnings.

- Be aware of technological advances in the fields of programming and video game production.

What you bring

- A Bachelor's Degree in Computer Science or Computer Engineering (or other relevant training)

- Experience in software programming or other relevant experience

- Excellent command of various programming languages, particularly a minimum of 5 to 6 years of experience in C++ and a good experience in C#

- A strong passion for games and video game development

- Versatility, as you will be involved in almost all areas of production (design, audio, AI, etc.)

- A good understanding of CI/CD principles and associated tools (e.g., GitLab)

- Good analytical and synthesis skills as well as attention to detail

- Ability to work in a team and good interpersonal and communication skills

- Autonomy, curiosity and resourcefulness that will push you to interact with others and always learn more about your job

- A flawless sense of organization allowing you to manage your priorities and adapt in a fast-paced environment

What to send our way

- Your CV highlighting your education, experience, and skills

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!