



Project Programming Lead - Gameplay [Rainbow Six Mobile]

Montreal - Full-time - 744000069920647

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Rainbow Six Mobile is looking for a Gameplay Programming Project Manager (PM) to lead the technical vision and execution of the player experience, including our tactical gameplay loop, multiple progression systems, in-game menus, and many other features.

As the PM for Player Experience, your responsibilities will include:

- Working with associate producers to set realistic production goals for team leads and production managers, and ensuring these goals are met within agreed timelines.
- Collaborating closely with our Technical Director, Technical Architect, and other Project Managers to ensure all departments are aligned and working toward the high-level project goals.
- Holding regular discussions with Game Directors and Lead Designers about upcoming features or improvements, the technical feasibility of proposed changes, and the overall feel of the game.
- Working closely with our QC leads in both Montreal and Bucharest to maintain a high level of build quality at all times, enabling developers to work, test, and deliver without roadblocks.
- Identifying staffing needs for our core Gameplay, AI, and UI programming teams to support both cross-functional mandates and the product teams of R6M. When needed: opening positions in RPM, collaborating with the studio's recruitment team, or reallocating existing staff to ensure production goals are met.
- Promoting technical excellence and innovation on the project by leading technical leads, overseeing programming team leads and their reports, and encouraging the team to pursue ambitious, high-quality solutions in collaboration with the Core Team

- A bachelor's degree in Computer Science, Software Engineering, or a related field
- Over 10 years of programming experience (C# /C++), including at least five years managing a video game programming team
- Knowledge of game engines such as Unity, Unreal, or other in-house engines
- Experience shipping at least one full game
- A deep understanding of video game production (animation, audio, 3D, gameplay, AI, etc.) and the realities of working with cross-functional teams
- Excellent mastery of programming principles and best practices
- Strong leadership and team spirit, supported by effective communication skills
- An empathetic approach to managing stress in a fast-paced environment (there's always a solution, and you know it)
- An open and innovative mindset, combined with strong analytical and synthesis skills
- A teaching mindset and a genuine desire to share your extensive technical expertise

About Us

Ubisoft's teams include 19,000 people across more than 30 countries, all united by a common mission: to enrich players' lives 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 diverse backgrounds and perspectives are essential to creating worlds where everyone can flourish and express themselves.

Working at Ubi MTL means being part of a workplace that sparks creativity and fosters connection. We offer a collaborative environment focused on career growth, learning opportunities, and well-being (our comprehensive benefits are proof of that!).

If you're excited about taking on new challenges, working with cutting-edge technology, and helping shape the future of entertainment, join us to create the unknown.

At Ubisoft, you're welcome just as you are. We embrace diversity in all its forms and are committed to fostering an inclusive and respectful workplace for everyone.

Please note: We are committed to a flexible work policy because we value in-person interaction and

collaboration. Our hybrid model includes a minimum of three days per week in the office and two days working from home.

If you live outside of Quebec or Canada, relocation will be required. If you need a work permit, your eligibility will depend on your education and relevant work experience, in accordance with government regulations.