



# Network - Online Programmer (C++) - Assassin's Creed Codename Invictus

**Montreal - Full-time - 744000071578882**

## **Apply Now:**

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A new chapter in the **Assassin's Creed** legacy is about to be written—not in the shadows of history, but in the heat of multiplayer gaming.

We're crafting a **AAA Multiplayer Game** where every frame counts and every move must land. To do that, we need a **master of Netcode** to join our elite team of network/online developers.

We're reimagining our technological stack to deliver **top-tier multiplayer performance**.

If you have the skills to contribute to programming in C++ a seamless, secure, and scalable network stack, **your mission awaits**.

## **What you'll do**

- Design, implement and maintain the network stack of a AAA multiplayer game engine.
- Collaborate with the team of engineers to integrate network functionalities into the game engine.
- Implement solutions to ensure low latency, low bandwidth and high reliability
- Diagnose and resolve network-related issues during development and post-launch.
- Document the work to transfer knowledge and enable users (other programmers and team members from other working units) to understand how to use the new network/online systems and features;
- Work closely with gameplay and backend teams to ensure seamless integration of network features.
- Collaborate with the creative director and game designers and other teams if necessary, to discuss constraints and set out the technical possibilities for the various network/online features;
- Keep abreast of the latest network technologies and best practices and apply them within the team.

## **What you bring**

### **Training:**

- Bachelor's degree in computer science or computer engineering or any other relevant training.

### **Relevant Experience:**

- Minimum 5-6 years' experience in production of AAA games with meaningful experience in networks or online, or any other relevant experience.

### **Skills:**

- Solid analytical and synthesis skills
- Design documentation (uml, sequence diagrams, entity diagrams, etc.)
- Problem-solving skills
- Autonomy and resourcefulness
- Attention to detail
- Good interpersonal and communication skills
- Ability to work as part of a team
- Ability to adapt to change
- Results oriented

### **Knowledge:**

- C++ game programming
- Significant experience in the application of networking principles like state synchronization and prediction in one or more AAA multiplayer games.
- Protocols (ex: IP, UDP, TCP) and common usage (ex: Upnp, VoIP)
- Encryption, compression
- Experience in high-performance programming, multithreading and memory management.
- Expert knowledge of low-level network concepts and high-level multiplayer gaming systems.
- Solid understanding of network protocols, data transmission and synchronization techniques.
- Security, anti-cheat, etc.

### **About Us**

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

Ubisoft is an equal opportunity employer and believes that diversity of backgrounds and perspectives is key to creating worlds where everyone can thrive and express themselves.

Working at Ubisoft Montréal means being part of a work environment that sparks creativity and fosters connection. We offer a collaborative space focused on professional growth, learning opportunities, and employee well-being — as reflected in our comprehensive benefits package.

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

**At Ubisoft, you are 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 supporting flexible work practices, as we value meaningful in-person 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 Quebec or Canada, relocation will be required. If you need a work permit, your eligibility will depend on your educational background and relevant work experience, in accordance with government regulations.