Senior C++ Programmer - Machine Learning Content Creation Technology Group

Montreal - Full-time - 744000074615677

Apply Now:

The Content Creation Technology Group (CCTG) is looking for a Senior AI/ML Programmer who will contribute to the development of applications in the domains of Generative AI and ML bots. The Senior AI/ML Programmer role will bring best practices and design principles to assist the team in delivering our ambitious features roadmap.

Main responsibilities:

- Provide and support ML systems based on business requirements and objectives.

- Establish technical designs to meet game's needs.

- Collaborate with the data science team, specialized programmers (gameplay, AI, etc.), the research team, and other stakeholders such as productions.

- Develop, integrate, and maintain inference engines, libraries, and ML frameworks.

- Leverage best hardware (NPU, GPU, CPU) to accelerate ML related computations

- Develop systems that allow Gameplay programmers and Data scientist to easily track relevant data to train models

- Develop systems to benchmark, evaluate and optimize model's performance

- Program in a clear and structured manner that is in keeping with performance, maintenance,

modularity, scalability and compatibility requirements

- Integrate and maintain ML systems in game engines and games.

- Write unit tests and integration tests

Other responsibilities:

- Creating proof of concepts, that can require model training, fine tuning, experimenting with different techniques and models.

- Suggest improvements whenever necessary by designing and implementing new systems or enhancing existing ones

- Conducting research to stay up to date with the latest advancements.

- Documentation, presentations, and knowledge sharing to communicate complex AI concepts to both technical and non-technical collaborators.

Education:

Bachelor's degree in computer science or computer engineering or equivalent. Master in Machine Learning is an asset.

Relevant Experience:

Minimum 5 years' experience in AI/ML.

Core Skills:

- In-depth knowledge of C++ required

- Strong Architecture skills

- A good hardware knowledge, to take advantage of multithreading, and optimize memory management.

Other Skills:

- Proficient in Python is an asset.

- Experience working with game engines is an asset.

- A good knowledge of Database products is an asset.

- A good knowledge of cloud-based platforms is an asset.

- A good knowledge of machine learning and deep learning fundamentals.

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assasin'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!

We embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Note, that some roles are fully office-based and are not eligible for hybrid work.