



Project Programming Lead - Gameplay [Rainbow Six Mobile]

Montreal - Full-time - 744000074803256

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Rainbow Six Mobile is looking for a Gameplay Programming Lead (CPI) 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 Programming Lead 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

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!

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.