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

Montreal - Full-time - 744000074805372

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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.

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.