



Senior Gameplay Programmer - [Assassin's Creed: Codename INVICTUS]

Montreal - Full-time - 744000081713606

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As a Senior Gameplay Programmer, you'll join one of our gameplay teams on a multiplayer game. You'll be responsible for developing gameplay systems in collaboration with other programmers, designers, and various disciplines. In addition to being a strong individual contributor, we're looking for someone who can mentor less experienced programmers on the team.

What You'll Do:

- Analyze and understand game design documents in order to define the required features and gameplay systems that need to be developed in the engine.
- Review existing engine features and assess their suitability for the project's design intentions; if necessary, define how to adapt them to meet the game's needs effectively.
- Anticipate potential game design changes and ensure that your implementation of gameplay systems can easily accommodate those changes.
- Propose improvements as needed by designing and implementing new systems or modifying existing ones.
- Collaborate with Programmers from other disciplines, Game Designers, Level Designers, and Animators to discuss constraints and determine the technical possibilities for various gameplay features.
- Ensure that the implementation of controls and gameplay systems delivers the player experience envisioned by the game design team.
- Work with other departments to develop tools that allow them to tweak gameplay efficiently.
- Support the gameplay systems and features throughout the production lifecycle.

What You Bring to the Team:

- Bachelor's degree in Computer Science, Computer Engineering, or an equivalent field.
- **Minimum 7 years** of professional video game development experience, with **strong proficiency in C++**.
- Experience on at least one AAA multiplayer game.

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. Please note that some roles are fully office-based and are not eligible for hybrid working.