



QA Programmer - (TECHNOLOGY GROUP, TEST AUTOMATION TEAM)

Montreal - Full-time - 744000090626300

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Become a key player in a team that's part of Ubisoft's larger Technology Group (TG).

The TG is a collaborative group of developers providing tools, middleware, and online solutions to Ubisoft game productions around the world.

The QA Programmer will be part of a multidisciplinary team at the Québec studio. This team specializes in creating tools and software components dedicated to quality assurance for games in development.

Their goal is to help productions improve the quality of games delivered to players throughout the development process.

These software components can assist programmers in writing tests, help optimize test execution flows (CI/CD), and even analyze test results.

Your main responsibilities will be to implement technologies that facilitate the delivery of these tools while improving their quality.

What you'll do:

- Collaborate with the development team to understand tasks, analyze workflows, and identify areas for improvement.
- Continuously find solutions to optimize the QA process.
- Stay up to date with best testing practices and technological advancements in the industry, while developing your skills and knowledge.
- Set up testing frameworks for frontend/backend development and Windows applications.
- Identify and implement automated validation tools.
- Develop and implement tools to:
 - Optimize developers' development environments (dev setup)
 - Improve CI/CD processes
 - Facilitate the addition of application metrics and/or logs
- Act as a bridge between developers and the testing team.
- Create and update documentation to serve as a reference for developers working on the product.
- Train team members to use your automated products and inform them of new processes.
- Monitor your tests and tools to provide support and resolve issues.
- Contribute to writing some automated tests.

- Work using Agile methodologies.

Required qualifications:

- Bachelor's degree in Computer Science, Software Engineering, or equivalent
- 1 to 3 years of experience in quality assurance, software engineering, or other relevant experience
- Advanced proficiency in French and English
- Knowledge of QA methodologies, processes, and tools
- Proficiency in C# programming
- Basic knowledge of C++ programming
- Familiarity with Git / GitLab
- Familiarity with Perforce
- Experience with bug tracking software (e.g., Jira)
- Knowledge of Docker technologies (an asset)
- Knowledge of Helm / ArgoCD technologies (an asset)
- Web development experience (an asset)

Required qualities:

- A collaborative, empathetic, creative, and innovative mindset
- Excellent skills in critical thinking, organization, problem-solving, communication, interpersonal relations, and presentation
- Curiosity, resourcefulness, and high adaptability
- Motivation to seek feedback from colleagues and ability to incorporate it

What to send us:

- Your resume highlighting your education, experience, and skills

Ubisoft teams include 19,000 people across more than 30 countries worldwide, united by a shared mission: to enrich players' lives with 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 to come.

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

Working at Ubi MTL means enjoying a workplace that sparks creativity and fosters connection. We offer a collaborative space focused on career growth, learning opportunities, and well-being (our generous benefits speak for themselves!).

If you're excited about tackling meaningful challenges, working with cutting-edge technologies, and shaping the future of entertainment, join us to 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 work environment for everyone.

Please note: We are committed to promoting a flexible work policy as we value interaction and collaboration. Our hybrid work model includes a minimum of three days per week in the office and

two days working remotely. If you live outside Québec or Canada, relocation will be required. If you need a work permit, your eligibility will depend on your education and relevant work experience, in accordance with government requirements.