



# Team Lead Programmer - Gameplay [Splinter Cell]

**Toronto - Full-time - 744000091462648**

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We're working on a Splinter Cell remake, assembling a team with passion, drive and respect for the trifocal goggles. This is an opportunity to be part of a treasured franchise, rebuilt on Ubisoft's [Snowdrop engine](#) to deliver next-generation visuals and modernized stealth gameplay, while preserving what's at the heart of the Splinter Cell experience.

We're looking for a Team Lead Programmer (Gameplay) to be part of Ubisoft Toronto. As a Team Lead Programmer for the gameplay team, you guide a group of talented and inspired programmers as they develop core gameplay features and systems. Your team achieves its ambitions thanks to your technical know-how, leadership, ability to make informed decisions and collaborate constructively with other teams. You take pride and share a passion for the game that you and your team develop together.

Your vision and your deep comprehension of what everyone does on your team allow you to harmonize and to multiply the results of everyone's contribution. When quality game features and systems are delivered and work together cohesively, you know you have contributed to offering a rich experience to our players. That's what truly motivates you.

## **The daily life of a Team Lead Programmer (Gameplay) at Ubisoft Toronto**

On a typical day, you gather your team to discuss progress with assigned tasks. You note issues and brainstorm ways to address them. You review outstanding bugs and how best to approach them. You communicate regularly with leads from other disciplines and with productions teams, to plan, estimate, identify risks and deliver on time.

You code alongside your team daily. You regularly update your Project Lead on your team's assignments and meet with other leads both within and outside your project to discuss how to improve workflows and share technology.

- A bachelor's degree in Computer science or Software engineering
- A minimum of 8 years' experience in game programming
- A minimum of 3 years' experience managing a team of game programmers
- Proficient in C++ and other programming languages commonly used in game production
- Participation in at least one full game production or equivalent as a programming team lead
- Impeccable strategic leadership and communication skills
- Remain calm when facing challenging situations (you know a solution is always at hand.)

- A deep understanding of video game production with the ease to see the perspectives of other game production disciplines

We know that skills and competencies show up in different forms and can be based on different experiences, that's why we strongly encourage you to apply even though you may not have all the requirements listed above.

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.