



Tools Programmer

Montreal - Full-time - 744000092058605

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What you'll do

In a collaborative environment focused on technical excellence, you will:

- Design, develop, and maintain microservices (C#, .NET, Linux, and Docker)
- Participate in the migration to a distributed, high-availability architecture
- Design robust and scalable REST APIs, and ensure proper documentation (OpenAPI)
- Continuously improve the reliability, performance, and observability of the service through monitoring and alerting
- Work closely with production and operations teams to understand their needs and improve workflows
- Promote a DevOps culture: continuous integration, automated deployment, monitoring, and knowledge sharing
- Contribute to the modernization of the product's user interfaces

What you bring to the team

- Strong proficiency in C# and development on Linux
- Excellent understanding of REST API design
- Good knowledge of Git and CI tools
- Familiarity with alerting and observability tools
- Knowledge of the following technologies is considered an asset:
Docker, Kubernetes, OpenAPI, SQL, ElasticSearch
DevOps/SRE principles and practices
- Analytical mindset and attention to detail
- Curiosity, autonomy, and ease in collaborating in a constantly evolving environment

Ubisoft is a global leader in video games, with teams around the world creating original and memorable gaming experiences—from Assassin's Creed to Rainbow Six, Just Dance, and many more. We believe that diverse perspectives help move both players and teams forward. If you're passionate about innovation and eager to push the boundaries of entertainment, join us and help shape the unknown!

We embrace a hybrid work model that helps you stay connected with your team and aligned with company priorities, while giving you the flexibility to maintain a healthy work-life balance. Please note that some roles are fully office-based and not eligible for hybrid work.