



Game Security Programmer

Montreal - Full-time - 744000094445150

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As a Game Security Programmer, you will work embedded within a production teams to design, develop, and integrate advanced security features into our games. You'll play a key role in ensuring that our game clients and their interactions with servers remain secure, resilient, and fair. Collaborating closely with gameplay, engine, and online teams, you will implement client hardening, detection mechanisms, and security protocols that protect the game experience from cheats, exploits, and tampering.

Your mission: to make cheating harder, prevent abuse before it happens, and help deliver a trusted and fair experience for every player.

Key Responsibilities:

- Develop, integrate, and maintain security and anti-cheat systems within the game engine and production pipeline.
- Secure game-client communications and interactions with online services.
- Collaborate with the Game Security Tech Lead and core teams (Engine, Online, Gameplay) to shape and refine the security roadmap for the title.
- Implement integrity verification, anti-tamper, and runtime protection features at the code and data level.
- Work closely with Game Security Researchers teams to translate research findings into robust in-game mitigations.
- Conduct code reviews and performance analyses to ensure new security measures are stable, efficient, and transparent to players.

- Assist gameplay and engine programmers in adopting secure development practices throughout the project lifecycle.
 - Contribute to post-launch support by investigating new exploits and deploying security updates or countermeasures.
 - Stay informed of the latest vulnerabilities, cheat techniques, and platform security evolutions to proactively reinforce protections.
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- Advanced C/C++ programming skills, with expertise in multi-threading, low-level optimization, and experience working on game engines or gameplay systems in large-scale productions.
 - Security and platform knowledge, including familiarity with Windows internals (Android/iOS is a plus), exploit techniques, and network security principles in client/server models.
 - Anti-cheat and protection experience, covering technologies like integrity verification, code hardening, and frameworks such as EAC, BattlEye, VMProtect, etc.
 - Strong problem-solving abilities, with excellent analytical and debugging skills to resolve complex runtime issues.
 - Collaborative development experience, including version control tools (Perforce, Git), and comfort working in large, multi-disciplinary codebases and teams.
 - Personal qualities and interests, such as autonomy, curiosity, strong communication skills, a passion for fair play in games, and familiarity with the LLVM code base as a plus.

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.

Just a heads up: If you require a work permit, your eligibility may depend on your education and years of relevant work experience, as required by the government.

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

At Ubisoft, we embrace diversity in all its forms. We're committed to fostering an inclusive and respectful work environment for all. We know the importance of providing a pleasant interview experience, therefore if you need any accommodation, please let us know if there is anything we can do to facilitate the interview process.