



# Senior C++ Programmer - Machine Learning Content Creation Technology Group

**Montreal - Full-time - 744000098417025**

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Join the Content Creation Technology Group (CCTG) as a Senior C++ Programmer and play a key role in building cutting-edge applications powered by Machine Learning. We're looking for an expert in C++ with AI/ML experience to bring best practices and robust design principles, helping us deliver on an ambitious and innovative roadmap.

**What you will do**

Main responsibilities:

- Provide and support ML systems based on business requirements and objectives.
- Develop, integrate, and maintain inference engines, ML libraries, and frameworks.
- Leverage the best hardware (NPU, GPU, CPU) to accelerate ML-related computations.
- Build systems to evaluate, optimize, and measure model performance.
- Integrate and maintain ML systems within game engines and games.
- Write unit tests and integration tests.
- Collaborate with the data science team, specialized programmers (gameplay, AI, etc.), the research team, and other stakeholders such as production teams.

- Write clear and structured code that meets performance, maintainability, modularity, scalability, and compatibility requirements.

Other responsibilities:

- Create proof-of-concepts, which may involve model training, fine-tuning, and experimenting with different techniques and architectures.
- Suggest improvements when needed by designing and implementing new systems or enhancing existing ones.
- Conduct research to stay up to date with the latest advancements.
- Prepare documentation, presentations, and knowledge-sharing materials to communicate complex AI concepts to both technical and non-technical collaborators.

### **What you bring :**

Education:

Bachelor's degree in computer science or computer engineering or equivalent.

A master's degree in Machine Learning or any other relevant field is a strong asset.

Relevant Experience:

Minimum 10 years of experience in C++ programming.

Minimum 5 years of experience in AI/ML.

Core Skills:

- In-depth knowledge of C++ required.
- Strong architecture skills.
- Good understanding of hardware to leverage multithreading and optimize memory

management.

- Solid knowledge of machine learning and deep learning fundamentals.

#### Other Skills:

- Proficiency in Python is an asset.
- Experience working with game engines is an asset.

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

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.