



Cloud Administrator (DEVOPS)

Montreal - Full-time - 744000106070635

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You will join the Build & Orchestration team, which is part of the IT Games & Studios (ITG&S) group. This distributed and multidisciplinary team brings together system administrators, developers, and Development & Operations (DevOps) specialists. Together, they support and evolve the infrastructure and services, hosted on various internal and external cloud platforms, that power the game development pipelines used by Ubisoft studios around the world.

As a Cloud Administrator, you will contribute to scalable, reliable, and high-performance services that have a direct impact on game production. This position combines system operations and development, in collaboration with several production teams across the organization, as well as participating in the global support of our services (on-call support rotation with other team members).

Responsibilities

The main and usual functions of this job are:

- Operate, maintain, and improve our build orchestration infrastructure
- Collaborate with production teams to support their pipelines and custom tools
- Support Linux-based applications, work in Kubernetes environments
- Develop and evolve backend services to optimize build distribution
- Design and maintain scripts to automate routine maintenance tasks and ensure system reliability
- Perform in-depth analysis of codebases or CI/CD pipelines to solve problems efficiently
- Troubleshoot issues across the entire stack, from infrastructure to application
- Implement observability and monitoring solutions
- Promote automation and DevOps best practices throughout the development cycle
- Participate in a global on-call rotation

- Demonstrated senior-level expertise through strong prior experience operating complex Linux/DevOps and cloud environments.
- Proven ability to design innovative solutions for complex or unprecedented technical challenges.
- Skilled at simplifying and clearly communicating advanced technical concepts to diverse stakeholders.
- Advanced technical mastery of Linux, Kubernetes, Terraform, Ansible/Chef, with solid CI/CD

automation practices.

- Strong programming capabilities in Python, C#, or Go.
- Proficiency with observability and monitoring tools (Prometheus, Grafana, ELK, OpenTelemetry) and deep knowledge of cloud infrastructures (e.g. Azure).

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.