



# Technical Lead - Core Services & Game Servers

**Montreal - Full-time - 744000108820056**

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## About Online Services & Online Tech Foundation

Online Services (OS) is Ubisoft's central organization responsible for developing and operating the shared online capabilities that power our games, tools, and internal platforms. We build essential systems such as identity, notifications, content management, automations, Game Servers orchestration, matchmaking, telemetry, and more — enabling Ubisoft teams to deliver online features and live experiences to millions of players worldwide.

We collaborate with game productions, internal technology teams, and global publishing groups to ensure our online ecosystem is reliable, scalable, secure, cost-efficient, and developer friendly.

Online Tech Foundation (OTF) is the engineering backbone behind these capabilities. OTF defines and maintains the platforms, cloud infrastructure, architectural standards, and foundational tooling used across Online Services. OTF champions API-first development, cloud-native design, shift-left testing, DevSecOps, automation, observability, and operational excellence.

Joining OTF means contributing to the engineering foundations that shape the future of Ubisoft's online ecosystem.

## **What you will do**

We are seeking a Technical Lead to support two strategic Online Services domains: Core Services and Game Servers.

This role is fully focused on technical leadership — not people management. You will serve as a technical reference, guiding architectural decisions, influencing engineering direction, and contributing directly to complex service design and implementation.

You will collaborate with Product Managers, Directors, Architects, and CPI stakeholders to ensure our systems remain scalable, secure, cloud-native, API-first, observable, automated, and cost-efficient. You will also contribute to our evolution toward AI-assisted engineering and AIOps.

## **Responsibilities**

Technical Leadership (non-managerial)

- Act as a senior technical authority for Core Services and Game Servers, guiding architectural choices and technology direction.
- Support and contribute to technical mandates sponsored by Directors, Product Managers, or Architects, ensuring alignment with Online Services' architecture and API-first principles.
- Provide expert guidance on microservices architecture, API design, cloud infrastructure, security, observability, and performance.
- Serve as a technical reference for engineers, helping elevate engineering practices within the domain.

#### Hands-On Technical Contribution

- Contribute as a senior engineer to the design and development of secure, scalable, high-performance microservices and APIs.
- Proactively propose and implement architectural improvements to meet both short- and long-term scalability, reliability, and cost optimization needs.
- Lead the investigation and resolution of complex technical issues related to distributed systems, cloud infrastructure, API behavior, and service resilience.

#### Cloud, Security & DevSecOps

- Optimize cloud-based systems (AWS preferred) for performance, security, resiliency, and financial efficiency.
- Promote Infrastructure-as-Code (IaC), security-by-design, CI/CD automation, and shift-left testing across the service lifecycle.
- Conduct performance, reliability, and security assessments in collaboration with Architects and Directors.

#### Cross-Unit Technical Collaboration

- Collaborate with other technical teams to ensure seamless integration, consistent architectural patterns, and strong alignment across Online Services.

- Champion high-quality engineering standards, including code quality, observability, maintainability, and operational readiness.

## AI-Assisted Engineering & AIOps

- Explore and leverage AI-assisted engineering tools (e.g., test generation, code completion, anomaly detection, observability insights) to enhance developer workflows.
- Contribute to the adoption and evolution of AIOps practices to improve system intelligence and operational reliability.

## What you bring

- Bachelor's degree in computer science, software engineering, computer engineering, or equivalent experience.
- 10+ years of hands-on software development experience, ideally in cloud-based distributed systems (AWS preferred).
- 5+ years of experience in microservices architecture, event-driven patterns, and API-first development.
- Minimum 1 year of demonstrated technical leadership experience, including influencing architectural decisions, driving technical initiatives, or acting as a technical reference within a team. (This refers to technical leadership, not people management.)
- Deep expertise in microservices, API-first architecture, cloud-native patterns (Kubernetes, containers, IaC), DevSecOps, and observability.
- Strong experience with distributed systems, reliability engineering, performance optimization, and cloud cost management.
- Proficiency with at least one of our main programming languages: C#, TypeScript, GO.
- Working knowledge of — and curiosity for learning — other languages used across Online Services such as C++, Java, and Python.

- Knowledge of AI/ML fundamentals and hands-on familiarity with AI-assisted engineering tools (e.g., Copilot, GPT-based assistants).
- Excellent communication and technical influence, with the ability to collaborate across multiple teams and disciplines.
- Strong analytical and problem-solving skills, with a focus on scalability, security, and efficiency.
- High autonomy, initiative, adaptability, and a results-driven mindset.

### Why Join Us?

- Influence foundational online capabilities used by millions of players and internal teams worldwide.
- Shape the technical direction of two core Online Services domains: Core Services and Game Servers.
- Work on large-scale, cloud-native distributed systems and modern engineering platforms.
- Collaborate with experts in architecture, cloud, DevSecOps, performance, observability, and AI.
- Contribute to Ubisoft's long-term online strategy and engineering evolution.