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

Montreal - Full-time - 744000108824320

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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.

<u>What you bring :</u>

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.