



Project Programming Lead - Gameplay [Rainbow Six Mobile]

Montreal - Full-time - 744000108837155

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Rainbow Six Mobile is looking for a Gameplay Programming Lead (CPI) to lead the technical vision and execution of the player experience, including our tactical gameplay loop, multiple progression systems, in-game menus, and many other features.

As the Programming Lead for Player Experience, your responsibilities will include:

- Working with associate producers to set realistic production goals for team leads and production managers, and ensuring these goals are met within agreed timelines.
- Collaborating closely with our Technical Director, Technical Architect, and other Project Managers to ensure all departments are aligned and working toward the high-level project goals.
- Holding regular discussions with Game Directors and Lead Designers about upcoming features or improvements, the technical feasibility of proposed changes, and the overall feel of the game.
- Working closely with our QC leads in both Montreal and Bucharest to maintain a high level of build quality at all times, enabling developers to work, test, and deliver without roadblocks.
- Identifying staffing needs for our core Gameplay, AI, and UI programming teams to support both cross-functional mandates and the product teams of R6M. When needed: opening positions in RPM, collaborating with the studio's recruitment team, or reallocating existing staff to ensure production goals are met.
- Promoting technical excellence and innovation on the project by leading technical leads, overseeing programming team leads and their reports, and encouraging the team to pursue ambitious, high-quality solutions in collaboration with the Core Team

- A bachelor's degree in Computer Science, Software Engineering, or a related field
- Over 10 years of programming experience (C# /C++), including at least five years managing a video game programming team
- Knowledge of game engines such as Unity, Unreal, or other in-house engines
- Experience shipping at least one full game
- A deep understanding of video game production (animation, audio, 3D, gameplay, AI, etc.) and the realities of working with cross-functional teams
- Excellent mastery of programming principles and best practices
- Strong leadership and team spirit, supported by effective communication skills
- An empathetic approach to managing stress in a fast-paced environment (there's always a solution, and you know it)
- An open and innovative mindset, combined with strong analytical and synthesis skills
- A teaching mindset and a genuine desire to share your extensive technical expertise