



Online Programmer - Online Services

Montreal - Full-time - 744000109042025

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What You Will Do

- Compile and understand the project's network/online intentions and define development needs.
- Propose improvements when necessary by designing and implementing new systems.
- Program in a clear and structured manner while considering performance, maintainability, scalability, operability, and compatibility criteria.
- Validate and verify whether new systems meet the project's intentions and are consistent with the existing code.
- Optimize when needed.
- Document your work to ensure knowledge transfer and help users (programmers, colleagues from other disciplines) understand the new network/online systems and functions.
- Investigate and fix network/online bugs identified by other teams and by quality control.
- Collaborate with the creative director, game designers, and other teams as needed to discuss constraints and determine technical possibilities for various online/network features.
- Provide support for online/network features and systems during production and live operations.
- Analyze existing network/online features in the engine and assess whether they meet the project's intentions.
- Perform any other related tasks.

What You Bring

Education:

- Bachelor's degree in Computer Science or Computer Engineering, or other relevant training.

Relevant Experience:

- Minimum of 1 to 3 years of experience in online programming, ideally in the video game industry or any other relevant experience.

Skills:

- Strong analytical and synthesis skills
- Ability to write documentation related to design (UML, sequence diagrams, entity diagrams, etc.)

- Problem-solving skills
- Autonomy and resourcefulness
- Attention to detail
- Strong interpersonal and communication skills
- Ability to work in a team
- Ability to adapt to change
- Results-oriented

Knowledge:

- Protocols (IP, UDP, TCP) and common uses (UPnP, VoIP)
- Encryption, compression
- Hands-on experience and skills in online concepts and technologies
- Otherwise, experience with online features and first-party SDKs
- Asynchronous forms
- Ubisoft's online technologies and services (integrators, users)
- Fault tolerance
- Security, anti-cheat, etc.
- C++, Python, C#, SQL, and any other languages relevant to the project
- LAN/WAN devices, layers, and connectivity challenges
- Network engines
- Knowledge of databases
- Cloud/elasticity
- Server architecture, server-to-server communication, distributed applications
- Stacks (internal and external, e.g., IIS, App Engine architecture)