IT Developer

Montreal - Full-time - 744000114426225

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As an **IT Developer** at Ubisoft **Montreal**, you will join the IT Games and Studios team, more specifically the Build and Orchestration team. In this **IT Developer** role, you will design, develop, and support critical services and products that power game development pipelines used by production teams worldwide.

Working as an **IT Developer**, you will collaborate with system administrators, developers, and DevOps engineers to deliver scalable, reliable, and high-performance solutions. This role balances hands-on development with operational responsibilities and includes participation in an on-call rotation to ensure the availability of critical systems.

What you'll do

- Develop and maintain **services and products** supporting global game development pipelines
- Design, implement, and troubleshoot features using **Python** or **C#** and other programming languages
- Analyze and improve **existing codebases** to resolve complex technical issues
- Ensure **reliability, scalability, and performance** of services deployed on private and public clouds
- Collaborate with **multidisciplinary teams** to deliver robust and high-performance solutions
- Contribute to **automation and CI/CD pipelines** to improve deployment and operations
- Participate in **project initiatives** to evolve and scale platforms for future needs
- Monitor and support **critical systems**, including participation in an **on-call rotation**

- Strong development skills in **Python or C#**, with exposure to **Go**, and the ability to **design, deploy, and troubleshoot your own applications** in complex, distributed systems
- Hands-on experience with **GitLab CI/CD** and **DevOps practices**, including automation, monitoring, and logging across the full delivery lifecycle
- Solid knowledge of **cloud ecosystems** and deployment tools such as **Azure or AWS**, **Terraform**, **Helm**, **Kubernetes**, and **Docker**
- Strong understanding of **Linux and Windows systems**, including **file systems**, networking fundamentals, and system logs
- Knowledge of **microservices architectures** and **distributed system design** for scalable and reliable platforms
- An **operational mindset** combined with strong **communication and collaboration** skills to support global teams and maintain system uptime

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.