



# Senior Gameplay Programmer - [New IP]

**Montreal - Full-time - 744000114660207**

## Apply Now:

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As a Senior Gameplay Programmer at Ubi MTL, you will be a driving force behind the design, implementation, and optimization of ambitious gameplay systems for a brand-new, large-scale multiplayer game. Set in an intense science-fiction universe with competitive gameplay, you will contribute to a complete cross-platform experience, spanning mobile to HD. You'll join a close-knit team of seasoned industry veterans, where creativity and data-driven decisions guide every step of development.

## What you'll do

- Work closely with artists, designers, and gameplay developers to create and implement immersive, engaging mechanics.
- Develop and optimize core gameplay systems, including 3Cs and key gameplay features.
- Write clean, performant, modular, and maintainable code.
- Test, debug, profile, and optimize gameplay features.
- Produce clear technical documentation aligned with internal standards.
- Actively participate in code reviews and gameplay workshops.
- Iterate on existing systems to constantly improve player experience.

## What you bring to the team

- 7+ years of C++ programming experience.
- Strong command of gameplay mechanics and 3C systems.
- Proven experience with Unreal Engine 4/5.
- Significant experience developing and testing gameplay features across multiple platforms.
- Knowledge of performance and quality-impacting systems (rendering, threading, networking).
- Excellent debugging and profiling skills.
- Ability to write reliable, efficient, and robust code.
- Strong communication skills and a collaborative mindset.
- Self-motivation and passion for video games.

## Assets

- Experience developing multiplayer games.
- Experience with FPS titles.
- Cross-platform experience (console or mobile).
- Familiarity with GAS and CMC.

## **What to send our way**

- Your CV detailing your background, skills, and relevant projects.
- (Optional) Examples or links showcasing your gameplay work.