



# Golang Developer

**Montreal - Full-time - 744000115461648**

**Apply Now:**

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As a **Golang Developer** at Ubisoft **Montreal**, you will help design and build a Kubernetes-managed platform that strengthens the reliability, scalability, and security of our infrastructure. You will join a collaborative Agile team that values shared ownership, open communication, and continuous improvement. As a Golang Developer, you will work closely with cross-functional partners to deliver high-quality, cloud-native solutions that support our games and services.

## What you'll do

- Design and build **Go-based Kubernetes** controllers, operators, and control plane automations
- Collaborate with **DevOps, infrastructure, and security teams** to ensure reliable and secure platform operations
- Build and maintain features that improve **scalability, performance, and resilience** of Kubernetes-managed services
- Apply **security best practices** and contribute to compliance across the platform
- Partner with **product managers and stakeholders** to translate requirements into technical solutions
- Contribute to **planning, estimations, and prioritization** with project managers and team leads
- Perform **code reviews**, share knowledge, and support a collaborative team culture
- Troubleshoot production issues and proactively identify **system improvements**
- Stay current with **cloud-native technologies** and Kubernetes ecosystem best practices

## What you bring to the team

- Strong hands-on experience building **backend services in Go** with clean and maintainable code
- Strong knowledge of **Kubernetes architecture**, including how it operates and how to deploy applications; experience contributing to controllers or operators is an asset
- Practical experience with **containerization and orchestration**, including Docker and Kubernetes
- Working knowledge of **Infrastructure as Code**, such as Terraform or similar tools
- Experience implementing **observability and monitoring solutions** using **Prometheus** and **OpenTelemetry**

- Ability to write effective **unit tests** for Go applications and apply sound testing practices
- Familiarity with deploying and operating workloads on **cloud platforms** such as AWS or Azure
- Ability to collaborate effectively in **Agile development environments**

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.