



Specialist - Tools & Infrastructure Reliability (March of Giants)

Montreal - Full-time - 744000115732457

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The position holder ensures the continuous viability, stability, and performance of operational tools and infrastructure supporting GaaS game development. They design, develop, and operate tools and pipelines (build, configuration, versioning, deployment, publishing) to simplify, optimize, and automate development processes. They train and support teams in testing, quality, security, and automation prior to launch, and promote best practices to deliver a reliable, high-performance gameplay experience.

Responsibilities

- Advising development teams on technology and tooling choices to improve visibility, control, and robustness of internal and external services.
- Training, supporting, and guiding development teams in improving continuous integration and continuous deployment systems.
- Researching, integrating, and developing technologies that enhance reliability, performance, and productivity.
- Designing, operating, and owning build, configuration, versioning, and publishing pipelines (including packaging, signing, SBOM, artifacts).
- Implementing and supporting CI/CD tooling (automated tests, quality, security), IaC, and secure, reproducible, controlled deployments.
- Maintaining tooling products to deliver exemplary service quality to the project (internal SLOs).
- Implementing and maintaining game deployment guidelines and documenting infrastructure implementation and technical specifications for network and server systems.
- Collaborating with development teams to diagnose and resolve issues related to online services.
- Establishing and maintaining incident-management processes.
- Managing Cloud environments using appropriate tools.
- Developing tools and processes that allow developers to deploy services safely and efficiently.
- Defining and tracking SLA/SLO/SLI, deploying observability (logs, metrics, traces), managing capacity, and contributing to FinOps initiatives.

Education

- University degree in Computer Science, Computer Engineering, or any relevant field.

Experience

- 5–8 years of experience in software development and system administration.
- Experience with infrastructure automation (Cloud).
- Experience managing high-throughput systems.
- Experience designing resilient, scalable, and redundant architectures.
- Experience in software development and optimization.

Skills & Knowledge

- Strong analytical and synthesis skills.
- Ability to solve complex problems.
- Ability to adapt quickly to change.
- Ability to work under pressure.
- Strong knowledge of distributed systems.
- Excellent knowledge of Linux and Windows system administration.
- Programming languages: Python, Go, C#, or C++.
- CI/CD (GitLab, GitHub, Azure DevOps), IaC (Terraform, CloudFormation), containers & orchestration (Docker, Kubernetes).
- Observability: Prometheus/Grafana, ELK/EFK, OpenTelemetry (or equivalent).
- Cloud: AWS, Azure, GCP; databases; networks (DNS, CDN, load balancing, TLS).
- Assets: Unreal Engine 5 (or similar engine), DevOps methodology, infrastructure automation experience.