Cloud Developer (DevOps)

Montreal - Full-time - 744000115752297

Apply Now:

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

What you'll do

- Own the **maintenance, upgrades, and lifecycle management** of internal Kubernetes platform components at scale
- Design, develop, test, and deploy **Go-based operators and tools** for Kubernetes
- Collaborate with **DevOps, infrastructure, and security teams** to ensure stable 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, estimation, and prioritization** with project managers and team leads
- Perform **code reviews**, share knowledge, and foster a collaborative team culture
- Troubleshoot production issues and proactively identify **system and process improvements**
- Stay current with **cloud-native technologies** and Kubernetes ecosystem best practices as well as participate in **on-call** rotations

What you bring to the team

- Demonstrated capability **operating and maintaining Kubernetes platforms** using Git Ops practices with tools such as Argo CD
- Hands-on experience building **operators and tools in Go** with clean and maintainable code
- Proficiency in automation tools and **Infrastructure as Code**, such as Terraform or similar
- Ability to set up and maintain **CI/CD pipelines**, utilizing tools such as Gitlab
- Practical experience with **containerization and orchestration**, including Docker and Kubernetes
- Experience implementing **observability and monitoring solutions** using Prometheus, Grafana, Open Telemetry, ELK

- 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