Tools Programmer

Montreal - Full-time - 744000116429849

Apply Now:

The person in this role serves as the reference point for engine observability on a AAA/GAAS multiplayer game. They have strong tools and web programming skills, as well as a solid understanding of observability needs for a live game.

They are a technical specialist responsible for analyzing issues related to their area of expertise and accountable for technological choices and the performance of all systems within their specialty. They write efficient code, define best practices, and ensure the maintenance and long-term reliability of implemented systems.

Specialty: Engine / Tools / Web In the context of a multiplayer AAA/GAAS game, they implement engine observability systems, ensure their resilience, scalability, and operability, and establish CI/CD practices to help the development team deliver a smooth and reliable player experience.

General Responsibilities :

- Manage technical mandates assigned by the IT Director, IT Project Manager (PM), Team Lead (TL), or Technical Architect

- Program at a senior level, taking ownership of tasks within their specialty and delivering optimized solutions

- Propose improvements and make technological decisions aligned with the project vision

- Solve complex technical problems related to their specialty

- Share and promote technical knowledge and best practices within the team

- Demonstrate initiative and propose sustainable solutions to meet objectives

- Collaborate with Technical Directors from other disciplines (design, art, animation, audio, etc.) to ensure the efficiency of systems used across teams

- Perform any other related tasks

Specific Responsibilities – Engine Observability Systems & Tools

- Gather observability needs from programming, art, design, and gameplay teams

- Own the development and maintenance of observability systems: engine integration, data transmission and ingestion pipelines, metadata and metrics, dashboards, and automated alerting

- Work closely with peers to ensure the reliability, performance, and maintainability of the ecosystem

- Contribute to live operations (GAAS) readiness and support: load testing, performance/failover tests, incident response

- Examples of observability needs: client/server performance metrics, system and video memory usage, network metrics (bandwidth, latency, etc.), game stability metrics (playtime, client/server crash counts), gameplay metrics

Education

- Bachelor's degree in Computer Science or Computer Engineering (or equivalent training)

Relevant Experience

- Minimum 5 years of experience in PC and web programming (or equivalent experience), including:

  - Multidisciplinary experience in engine, tools, and web programming

  - Experience developing engine systems and tools in C# and C++ for AAA/GAAS online games

  - Demonstrated experience in making technological decisions

Technical Skills (Required / Desired)

1.Required:

- Proficiency in C++ / C#

- Proficiency in TypeScript/JavaScript and web frameworks (React, Vue, or equivalent)

- Knowledge of OpenSearch and/or ElasticSearch, OpenSearch Dashboards and/or Kibana

- Experience with CI/CD practices, infrastructure as code, and automated testing

2.Assets:

- Knowledge of Unreal Engine 5 (or similar engine)

- Familiarity with Vega and/or Vega-Lite visualization languages

- Knowledge of Unreal Engine 5 profiling tools (Unreal Insights, etc.)

- Experience with live operations (GAAS), performance & capacity management, incident resolution, and post-mortems