# Gameplay Programmer

## Montreal - Full-time - 744000117399107

**Apply Now:**

As a Gameplay Programmer at Ubisoft Montreal, you will have a direct impact on the quality and feel of the game by developing the interactive systems that shape the player experience. In this Gameplay Programmer role, you will collaborate closely with multidisciplinary teams to turn creative vision into stable, playable features.

**What you'll do**

- Design and implement robust gameplay systems using Unreal Engine, C++, Gameplay Ability System, and Blueprint.
- Own features from technical design through implementation, debugging, optimization, and integration into playable builds.
- Collaborate with game design, technical design, network, and systems programming teams to deliver reliable mechanics.
- Ensure new features remain consistent with the existing codebase.
- Contribute to overall code quality through best practices, code reviews, and thoughtful management of technical debt.
- Prototype, iterate, and test gameplay features directly in-engine to validate ideas quickly.
- Identify and fix gameplay bugs while improving system stability.
- Document your work to support knowledge sharing across the team.

**What you bring to the team**

- A degree in Computer Science or Software Engineering
- At least 5 years of experience in programming.
- Strong skills in C++ gameplay programming.
- Hands-on experience working with Unreal Engine, including Blueprint and advanced gameplay systems.
- Multiplayer game development experience.
- Solid understanding of game design principles and their technical implementation.
- Ability to collaborate effectively within multidisciplinary teams.
- Strong problem-solving and debugging skills.
- Commitment to writing clean, maintainable, high-quality code.
- Curiosity, adaptability, and a continuous improvement mindset.
- Clear and constructive communication skills.