



Online Programmer

Montreal - Full-time - 744000117694663

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As an Online Programmer at Ubisoft Montréal, you will support production teams by shaping connected gameplay experiences. In this Online Programmer role, you will design, build, and maintain online systems that allow players to connect seamlessly and enjoy reliable, engaging multiplayer experiences.

What you'll do

- Design and develop online systems and features in collaboration with gameplay and game design teams;
- Maintain and improve existing online services to ensure stability and performance;
- Optimize networked code to support large-scale player interactions;
- Collaborate with multiple production and support teams to align on a shared technical vision;
- Debug and resolve online and connectivity issues;
- Document systems and workflows to ensure clear knowledge sharing;
- Monitor industry trends and perform technical research to keep online services up to date;
- Contribute to creating a smooth and seamless player experience.

What you bring to the team

- A degree in Computer Science or Software Engineering;
- At least 5 years of experience in programming;
- Multiplayer game development experience;
- Strong skills in programming languages commonly used for online systems such as C++, C#, Go, Java, or Python;
- Experience designing and optimizing online or networked systems;
- Understanding of multiplayer architectures and connected services;
- Familiarity with cloud-based platforms such as Kubernetes or major cloud providers, considered an asset;
- A collaborative mindset and strong communication skills;
- A structured approach to problem-solving and debugging;
- Curiosity and autonomy when learning new technologies;
- A passion for building reliable and player-focused online experiences.