



# Tool Programmer

**Montreal - Full-time - 744000117727237**

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As a Tool Programmer at Ubisoft Montreal, you will play a key role in designing and implementing technologies used by content creation teams. As a Tool Programmer, your mission will be to simplify production workflows so teams can focus on building great games.

You will design and maintain user-friendly, reliable tools that support production needs across multiple disciplines. By listening closely to users and collaborating with teams, you will help deliver intuitive and efficient solutions that empower creativity and technical excellence.

**What you'll do**

- Develop and maintain stable tools that improve production efficiency.
- Design tools that address specific production needs.
- Analyze and fix technical issues to ensure code quality.
- Recommend technologies for new tools and improvements to existing systems.
- Automate workflows to streamline production pipelines.
- Collaborate with production teams to fully understand their needs.
- Share knowledge and innovations with the tools community.
- Stay informed about technological advances in programming and game production.

**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 software programming skills, ideally applied to production tools.
- Proficiency with programming languages such as C#, C++, and Go.
- Versatility across multiple production domains including design, audio, and artificial intelligence.
- Understanding of continuous integration and deployment principles and related tools.
- Strong analytical skills and attention to detail.
- Ability to collaborate effectively within multidisciplinary teams.
- Autonomy, curiosity, and a continuous learning mindset.
- Strong organizational skills and the ability to manage priorities in a fast-paced environment.