



3D Programmer

Montreal - Full-time - 744000117737728

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As a 3D Programmer at Ubisoft Montréal, you will connect directly with players through two fundamental aspects of AAA games: visual quality and performance. In this 3D Programmer role, you will help build the technical foundations that bring stunning visuals to life while ensuring optimal performance across platforms.

What you'll do

- Develop and optimize 3D rendering systems that balance visual quality and performance;
- Write and maintain core graphics code that supports real-time rendering;
- Collaborate closely with technical artists to translate artistic needs into efficient technical solutions;
- Work with cross-disciplinary teams to ensure visual consistency and stability;
- Optimize GPU and CPU performance across target platforms;
- Support production teams by debugging and resolving graphics-related issues;
- Contribute to improving rendering pipelines and tools;
- Document your work and share best practices with the team.

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 C++ programming and graphics-related development;
- Solid understanding of mathematics such as algebra, geometry, and calculus;
- Experience working with graphics APIs such as DirectX or similar technologies;
- Familiarity with GPU architecture and performance optimization;
- Ability to collaborate with both technical and creative partners;
- Clear communication skills and a team-focused mindset;
- Curiosity and a drive to innovate and improve visual quality.