



3D programmer - (March of Giants)

Montreal - Full-time - 744000117885631

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Main Responsibilities

- Profile and optimize the game's GPU usage
- Collaborate with the Technical Art Director to establish constraints and communicate to the art team the technical possibilities of various 3D features
- Gather and understand the project's 3D intentions, identify development needs, and analyze technical feasibility
- Review existing 3D engine features and determine whether they meet the project's goals
- Propose improvements when needed by designing and implementing new systems
- Suggest innovations inspired by other games in the industry
- Validate and verify that newly developed and integrated 3D systems meet both specific and overall project intentions and do not create inconsistencies with existing code
- Support the 3D features and systems developed for production
- Identify and fix 3D bugs reported by other teams and the QA department
- Document work to share knowledge and help other teams understand how to use 3D systems and features
- Perform any other related tasks

Education

- Degree in Computer Science, Computer Engineering, or any equivalent training.

Relevant Experience

- Minimum of 3 to 5 years of experience in 3D programming, ideally in the video game industry or other relevant fields.

Skills and Knowledge

- Knowledge of linear algebra
- Understanding of GPU architecture and best practices for performance optimization
- Familiarity with low-level 3D APIs (DirectX, Vulkan)
- Knowledge of shader languages
- Asset: experience with Unreal Engine
- Asset: experience with GPU profiling tools (RenderDoc, NVIDIA Nsight, etc.)
- Asset: multiplatform knowledge
- Understanding of software design best practices and memory / CPU / GPU trade-offs
- Strong analytical and synthesis skills
- Problem-solving abilities
- Autonomy and resourcefulness
- Attention to detail
- Results-oriented mindset
- Strong interpersonal and communication skills

- Ability to work effectively in a team
- Ability to adapt to change