



3D Programmer

Montreal - Full-time - 744000117896007

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As a 3D Programmer, you will join a small, empowered team building an ambitious multiplayer experience in Unreal Engine. We're looking for hands-on developers with a strong execution mindset, ownership, and pride in building something real - together.

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.