Physics Programmer

Montreal - Full-time - 744000117899038

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As a Physics 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

- Collaborate with your team lead to discuss project needs, share ideas, and assess technical feasibility;
- Work closely with AI, gameplay, and engine teams to translate creative vision into accurate simulation systems;
- Develop new physics features and maintain existing systems using high-performance C and C++ code;
- Explore opportunities to push the capabilities of the physics engine to its full potential;
- Partner with technical leadership to align on memory budgets and system limitations;
- Support art and programming teams by debugging, optimizing, and solving complex technical issues;
- Maintain and organize the physics library to ensure long-term stability and scalability;
- Document your work and share best practices in physics programming across 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 and C++ programming;
- Advanced understanding of mathematics, physics concepts, and critical thinking;
- A problem-solving mindset focused on identifying root causes and long-term solutions;
- Comfort working across disciplines and communicating with both content creators and technical partners;
- A collaborative and curious approach to building systems together;
- Resourcefulness and the ability to research and learn independently;
- Familiarity with physics middleware, particularly Havok, considered an asset.