



Senior AI Programmer

Montreal - Full-time - 744000138128739

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We're a small, empowered team building an ambitious multiplayer experience, developed 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

- Design, implement, and maintain real-time gameplay AI systems in Unreal Engine
- Own AI behaviors end to end: architecture, implementation, debugging, tuning, and optimization in real gameplay conditions.
- Work closely with gameplay, animation, tech design, and networking teams to deliver readable, systemic, high-quality, and debuggable AI, compatible with a server-authoritative architecture.
- Maintain a constant focus on performance and scalability (CPU, AI budgets, behavioral LODs, agent counts, network impact), with a clear priority on stability and “always playable” gameplay.
- Act as a senior, hands-on, pragmatic contributor: write code daily, mentor others, challenge over-engineered solutions, share best practices, and help secure the delivery of critical AI features.

What You Bring

- Around 5 years of experience in AI programming, ideally in the video game industry
- Proficiency in C++ language
- An undergraduate degree in Computer Science, Computer Engineering or equivalent
- Experience developing on video game consoles
- That rare mix of attention to detail and flexibility in your work organization
- A proficiency to communicate with all disciplines and to support and elevate the team in terms of quality and vision of the game
- You are creative and thirsty for innovation

Nice to Have

- Experience as part of a team that has shipped a video game