



Senior Audio Programmer

Montreal - Full-time - 744000138131917

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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

- Gather and understand the project's audio vision and requirements, and identify the necessary development needs.
- Analyze existing audio engine features and determine whether they align with the project's creative and technical goals.
- Propose improvements to the audio pipeline by identifying project-specific needs and designing and implementing new systems when required.
- Manage and challenge memory and CPU resource budgets for audio systems.
- Work closely with the Audio Design team to help achieve design objectives while staying within the allocated performance budget.
- Write clear, structured, and maintainable code while considering performance, scalability, and compatibility requirements.
- Validate and test newly developed systems to ensure they meet project objectives and integrate seamlessly with existing codebases.
- Investigate, diagnose, and resolve audio-related bugs reported by other disciplines and the Quality Assurance (QA) team.
- Document work thoroughly to facilitate knowledge sharing and help end users (other development teams) understand and effectively use new audio systems and features.
- Perform any other related duties as required.

What You Bring

- Minimum of 5 years of experience in audio programming or other relevant experience.
- Bachelor's degree in Computer Science, Computer Engineering, or an equivalent discipline.
- Strong analytical and critical-thinking skills.
- Excellent problem-solving abilities.
- Self-sufficient, resourceful, and able to work independently.
- Strong interpersonal and communication skills.
- Flexibility in planning and organizing work.
- Ability to collaborate effectively within a team environment.
- Adaptability to changing priorities and project requirements.

- Results-driven mindset with a focus on delivering quality outcomes.
- Knowledge of audio terminology, compression formats, and audio middleware solutions.
- Understanding of the various disciplines involved in game production and development.