



Senior Gameplay Programmer

Montreal - Full-time - 744000138346466

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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.

We are looking for candidates who demonstrate qualities such as proactivity, independence, curiosity, and a strong sense of collaboration. Ideally, this person is able to lend a hand wherever needed within the project, whether in gameplay, integration, optimization, debugging, or tool improvement. They have solid experience in game development and are comfortable in an environment where versatility, initiative, and technical leadership are valued.

What you'll do

- Design, develop, and evolve robust and scalable gameplay systems
- Collaborate closely with the design, animation, art, and production teams to turn ambitious design goals into high-quality game features.
- Develop features and systems in Unreal Engine 5 using C++ and Blueprints, ensuring code quality, maintainability, and performance.
- Identify technical risks, recommend appropriate approaches, and contribute to architectural decisions affecting gameplay systems.
- Support the programming team through knowledge sharing, code reviews, and mentoring less experienced developers.
- Contribute to the continuous improvement of development tools, processes, and practices to increase the team's efficiency.
- Work closely with the game design team to test features, provide constructive feedback, iterate on systems, and help improve the gameplay experience.

What You Bring to the Team

- At least 7 years of experience in C++ programming.
- Strong understanding of gameplay mechanics and 3C systems (Character, Camera, Controls).
- Proven experience with Unreal Engine 4/5.
- Significant experience developing and testing gameplay features across multiple platforms.
- Knowledge of systems that impact performance and quality (rendering, threading,

networking).

- Excellent debugging and profiling skills.
- Ability to write reliable, efficient, and robust code.
- Strong communication skills and a collaborative, open-minded team-oriented attitude.
- Self-motivated with a passion for video games.

Nice to Have

- Experience developing multiplayer games.
- Experience working on first-person shooter (FPS) games.
- Cross-platform development experience (console and/or mobile).
- Familiarity with GAS and CMC.