



Engine Programmer (Far Cry)

Montreal - Full-time - 744000140270589

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As an Engine Programmer at Ubisoft Montréal, you will contribute to the development and evolution of core engine systems of the project. You'll work closely with cross-functional teams to build scalable, high-performance solutions that support production needs and long-term technical goals.

What you'll do

- Program clear, structured, and maintainable systems that meet performance, compatibility, modularity, and scalability requirements;
- Develop, refactor, and optimize core engine systems with a long-term technical vision;
- Analyze development needs and evaluate the technical feasibility of proposed solutions;
- Review existing engine functionalities to ensure alignment with project goals;
- Build and improve engine modules to support system scalability;
- Design and implement new technical solutions when needed;
- Recommend improvements inspired by industry best practices and emerging technologies;
- Optimize system performance and maintain system stability;
- Improve game packaging technologies to support concurrent team workflows;
- Support production needs related to physics systems and data pipelines.

What you bring to the team

- A degree in Computer Science or Software Engineering (or other relevant training);
- 5+ years of professional programming experience;
- Demonstrate strong software programming and game engine architecture knowledge;
- Understand the technical specifications and interactions between engine systems;
- Solve complex technical problems using a structured and thoughtful approach;
- Apply strong analytical and synthesis skills in day-to-day development;
- Write rigorous, high-quality, and maintainable code;
- Collaborate effectively with multidisciplinary teams;
- Work independently while staying aligned with team objectives;
- Pay close attention to detail and deliver quality results.