



Online Programmer, Far Cry

Montreal - Full-time - 744000142894565

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What you'll do

The role of a Far Cry Online Programmer is to support production teams in creating connected experiences. You will participate in the design, development, and maintenance of online systems.

The Online team is composed of two main areas of expertise:

The use and integration of Ubisoft's standard services to support the game's needs. This includes integrating these services and exposing their functionalities through the creation and customization of Snowdrop plugins (C++).

The development of deployment and game server management automation tools. The associated infrastructure and services follow a GitOps approach, leveraging a technology stack that includes ArgoCD, Kubernetes, Golang, and TypeScript.

Depending on your profile and interests, you may contribute to either of the Online team's areas of expertise.

What you bring

A degree in Computer Science or Software Engineering (or other relevant training).

Experience in C++ or/and Golang, Typescript

Experience troubleshooting, maintaining, optimizing, and operating online systems and services.

Excellent problem-solving skills and the ability to work effectively in a collaborative team environment.

Effective communication skills, both written and verbal with the ability to explain complex technical concepts to non-technical team members.

Relational and collaborative interpersonal skills that allow you to achieve the vision of the game in a harmonious way with stakeholders of diverse backgrounds.

A keen sense of rigour and self-reliance, accompanied by a strong thirst for learning.

A creative spirit focused on innovation.

“As a plus”

Development and optimization of highly scalable and highly available microservices written in Go.

Game server management and deployment and cloud infrastructure management (Kubernetes / Azure / AWS).