



Tools programmer (Anvil Pipeline)

Quebec City - Full-time - 744000142968619

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What You'll Do

You'll work closely with artists and designers, which allows you to truly understand the basis of their requests. Thanks to your creativity, you'll find appropriate solutions to every problem. You'll make recommendations to improve systems and keep documentation clear.

You'll regularly collaborate with programmers and tool support specialists to resolve bugs. You'll exchange ideas with your peers in the tools community about your respective innovations and learnings.

What You Bring to the Team

- At least 5 years of programming experience, ideally in the video game industry or other relevant experience
- A degree in computer science, software engineering, or equivalent training
- Excellent proficiency in C#; knowledge of C++, WPF, or SQL is a plus
- Strong analytical and synthesis skills, as well as attention to detail
- The ability to work in a team, along with strong interpersonal and communication skills
- Independence, curiosity, and resourcefulness
- Flexibility in organizing your work to adapt to changes
- Experience developing on a game engine (Scimitar/Anvil) (a major plus)

What to Send Us

Your resume highlighting your background and skills

A real person will review your application. In this case, it will be Charlotte and Charles-Antoine, our talent acquisition specialists.