



Online Programmer (March Of Giants)

Montreal - Full-time - 744000148552129

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As an Online Game Developer at Ubisoft Montréal, you will help build and support the online services required for the success of a new intellectual property. You will design, develop, and maintain client-side and backend online systems that enable player connectivity and interaction while ensuring scalability, reliability, and performance. Working closely with multidisciplinary teams, you will also contribute to continuous integration and deployment practices that support a smooth and stable player experience.

What you'll do

- Gather team requirements and propose solutions for core game systems and features
- **Design, develop, and maintain client-side and backend online systems**
- Collaborate with production and programming teams to ensure reliability, performance, and maintainability of online services
- Develop and improve tools used to monitor, observe, and track service performance and availability
- Implement and optimize continuous integration and continuous deployment practices and tools
- Contribute to the evolution of service architecture to support game growth
- Troubleshoot technical issues and optimize existing systems
- Improve development workflows and technical practices
- Work with cross-functional teams to support seamless online service integration
- Help maintain the stability and resilience of the game's online ecosystem

What you bring to the team

- Proficiency in **Go** and **C++**
- Experience working with **Unreal Engine 5** or a similar game engine
- Experience developing backend systems and features for AAA games
- Expertise in **REST APIs**
- Experience with cloud services such as **AWS**
- Knowledge of database design for online services
- Strong communication skills in both French and English to collaborate with global teams and partners
- Ability to collaborate effectively with multidisciplinary teams

What to send our way

- Your CV highlighting relevant skills and experiences

- Relevant projects, technical contributions, or Git repositories