



Gameplay Technical Lead (For Honor)

Montreal - Full-time - 744000155522049

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As a Technical Lead Gameplay, you'll be an established leader, an expert in your field, who will rely on past learnings to guide decisions in the present and proactively plan for the future. Your primary focus will be on gameplay, but you'll also be expected to contribute to animation and UI.

You'll steer a team of programmers towards a technical vision, plus produce high-quality code and navigate constraints to turn it into reality.

With a responsibility to help your team of programmers develop their skills, you'll coach and mentor them, empowering them to innovate and perform at their best.

Thanks to your expertise, credibility, and reliability, not only will developers on your project be able to turn to you for information and direction, but so will others. You'll be a go-to person for guidance and a trusted advisor for Ubisoft employees worldwide.

What you'll do

- Define the **technical vision** within your area of specialization (gameplay, animation and UI) + plan its technical roadmap.
- Regularly meet with your **programming team** to discuss progress; tackle setbacks; share updates; present features; give feedback; informatively and constructively explain the root causes of risks and issues; etc.
- **Mentor** and **motivate** programmers to develop their technical skills + provide them with what they need to work efficiently and achieve quality (tools, pipelines, etc.).
- Write **elegant code** customized to the hardware you're working with.
- Provide technical oversight by reviewing code and making **technical validations**.
- **Anticipate** and assess complex, escalated issues + propose adapted solutions.
- Sync up with other technical leads to remove blockers and keep production **moving forward**.
- Communicate with interdependent teams on other projects to **exchange** information.
- Stay **up to date** on technological advancements and industry standards to define our best practices + share them with our studios.

What you bring

- An undergraduate degree in Computer Science, Computer Engineering, Software Engineering, or equivalent
- Around 7 years of programming experience + 2 years of technical leadership

- A deep understanding of a variety of game engines (Anvil is considered an asset), systems, programming languages (C++ is required, C# is considered an asset), interdependencies, and critical issues
- A previous experience on a live game is considered an asset
- The ability to make informed, immediate decisions with minimal long-term impacts
- A strategic approach to problem-solving: you don't just patch problems, you solve them so that they never happen again
- Excellent mentorship, interpersonal, and presentation skills
- A highly innovative and collaborative spirit
- Effective cross-departmental communication: you can easily communicate with all disciplines + break down complex information for various audiences
- A desire to share your knowledge to push the boundaries of technology & help others improve their skills

What to send our way

Your CV highlighting your education, experience, skills, and any games shipped