



Online Programmer - OS (Game Network)

Montreal - Full-time - 744000156561766

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000156561766-online-programmer-os-game-network?oga=true>

As a Senior C++ Engine Programmer at Ubisoft Montréal, you'll join the Core Services - Online Tech Foundations team. The team builds technology that supports online services across many Ubisoft productions. You'll help design and evolve distributed systems and middleware used in games, including game engine, low-level, networking, and engine-integrated web components.

What you'll do

- Develop and improve reliable, high-performing, maintainable C++ middleware.
- Contribute to technical direction and architecture choices.
- Improve code quality through good practices, code reviews, and continuous improvement.
- Solve complex technical problems and optimize performance.
- Reduce risks and technical debt to help keep solutions sustainable.
- Collaborate with teams and other stakeholders.
- Share knowledge and keep up with technical developments.

What you bring to the team

- Advanced proficiency in modern C++ (C++17/20/23 and beyond).
- Strong expertise in software architecture and complex systems.
- Deep low-level programming knowledge (memory management, multithreading, CPU optimization).
- Ability to design high-performance algorithms and optimized data structures.
- Excellent debugging and profiling skills.
- Proficiency with Continuous Integration and Continuous Deployment (CI/CD) practices and tools.
- Strong analytical and problem-solving abilities for complex challenges.
- Excellent communication and collaboration skills.
- Self-driven, proactive, and highly autonomous.
- Strong attention to detail and quality-oriented mindset.
- Ability to influence technical decisions and strategic directions.

Assets :

- Console development experience (PlayStation, Xbox, Nintendo Switch).
- Expertise in C#.
- Experience with one or more game engines (Snowdrop, Anvil, Unreal Engine, Unity).
- Knowledge of cloud infrastructure and services (AWS, Azure).
- Experience working on game productions with significant online/multiplayer components.
- Advanced technical expertise in areas such as online services and networking