Online Game Programmer (Rainbow Six)

Saguenay - Full-time - 744000159397829

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As an Online Game Programmer at Ubisoft Saguenay, you will work within an existing client and server architecture. You will develop, maintain, and improve online features, including player groups, matchmaking, and features related to platform manufacturers' requirements.

What you'll do:

- Review the project's network requirements and existing online engine features to meet team needs.
- Understand and debug existing code, its dependencies, and client-side and server-side systems.
- Identify and fix bugs affecting online features.
- Design and propose new systems when needed to deliver a feature, within the project's parameters.
- Verify that new systems meet the project's goals and fit with existing code.
- Optimize code and logic, identify bottlenecks, and suggest workflow improvements.
- Keep the team's work aligned with project needs, including performance, maintainability, and scalability.
- Take part in team reviews, suggest improvements, and share knowledge through presentations or documentation.
- Work with other project teams to identify, confirm, and resolve dependencies and issues blocking their features.
- Support network systems and features during production and live operations.

What you bring to the team:

- C++ experience, including development and optimization of online systems.
- Experience shipping multiple games or maintaining a live game, with an understanding of ongoing development and operations practices.
- Ability to communicate requirements and risks diplomatically to stakeholders.
- Thoughtful and creative problem-solving skills.
- Interest in learning and improving ways of working.
- Focus on efficiency, code quality, and user experience.
- Strong spoken and written communication skills in French and English.
- Interest in games and technology; knowledge of Ubisoft Online Services is an asset.