UI Programmer

Saguenay - Full-time - 744000160212611

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As a user interface programmer at Ubisoft Saguenay, you will develop the modules behind menus, the heads-up display (HUD), and mini-games. You'll collaborate with design, programming, and art teams to create consistent, accessible interfaces suited to each platform.

What you'll do

- Review game design documents to understand the intended player experience and contribute feedback to improve game design and user experience;
- Define user interface (UI) features with the graphic designer, then build platform-specific menus and systems that meet the team's visual and functional requirements;
- Understand the UI structure to support the presentation team and provide tools for interface systems and internal debug drawing;
- Create interaction prototypes, make quick updates based on feedback, and collaborate across design, programming, art, and other departments by sharing technical, creative, and planning input;
- Integrate designs and animations with the graphic designer, provide animation hooks, and support sound integration;
- Oversee and maintain UI modules and systems, assess performance and memory constraints, and optimize code across platforms;
- Develop application programming interfaces (APIs) for automated UI tests to check the game's ongoing health;
- Apply usability, user experience, accessibility, and localization concepts to interfaces;
- Keep your knowledge and skills current by following industry developments;
- Carry out other related tasks.

What you bring to the team

- Experience with C++ programming in video games, embedded systems, or a related field, with game industry experience preferred;
- Knowledge of object-oriented programming, design patterns, and coding standards;
- Foundational knowledge of three-dimensional (3D) graphics programming, including shaders, real-time rendering, and rendering pipelines;
- Knowledge of source control and multimedia integration;
- Knowledge of current graphic design and UI design trends, with familiarity with user experience concepts as an asset;
- Knowledge of Adobe Flash, ActionScript 2.0 or later, or other languages such as XML, C#, JavaScript, and HLSL as an asset;
- Problem-solving skills, attention to detail and outcomes, and the ability to organize, define, and estimate tasks;

- Written and verbal communication skills, initiative, a self-directed and ethical approach to work, adaptability, and motivation to work on complex projects.