



Team Lead (UI Programming) - [Assassin's Creed: Codename INVICTUS]

Montreal - Full-time - 743999975477459

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As the Lead UI Programming Team Leader, you will guide a talented and inspired programming team in developing essential technologies for the highly anticipated games by Ubisoft fans. Your team will achieve its ambitions through your technological expertise, leadership, and ability to make informed decisions in the face of challenges. Passion and pride will mark the work you accomplish.

Driven by the desire to see your team members thrive, you will support them in their professional development by ensuring their well-being, advocating for them with other teams and management, and ensuring that each person is in a role that stimulates them and showcases their talents.

Your comprehensive vision and understanding of the various roles within your team will enable you to coordinate work optimally and amplify the results of each member's efforts.

Your greatest motivation: seeing your team excel and deliver quality and cohesive systems that contribute to providing the rich gaming experience sought by our players.

What You Will Do:

- Assign tasks and ensure tracking of progress on various projects during team meetings.
- Equip your team adequately so they can work autonomously and contribute to the long-term technological vision of the projects.
- Meet individually with each member of your team to discuss performance, well-being, and career advancement.
- Review notable bugs and determine the best way to address them.
- Regularly communicate with leaders from other disciplines to plan, assess risks, and deliver on time.
- Code alongside members of your team.
- Keep your project manager informed of the progress of your assignments and meet with other leaders, both from your project and others, to discuss ways to improve processes and share technologies.

What You Bring to the Team

- A Bachelor's degree in Computer Science or Computer Engineering (or equivalent training)
- Extensive experience in video game programming
- A minimum of 3 years' experience in managing a programming team

- Excellent proficiency in the C++ language and other languages commonly used in game production
- Experience gained from participating in the full production of at least one game or equivalent as a programming team leader
- Strong organizational skills
- Excellent communication and strategic leadership abilities, coupled with empathy and diplomacy
- The ability to remain calm in challenging situations (knowing there's always a solution)
- A genuine understanding of video game production and an ease in empathizing with other disciplines involved in production

What to Send Us

Your CV highlighting your education, experiences, and skills

About Us

Ubisoft's teams comprise 19,000 individuals spread across over 30 countries around the world and are united by a common mission: to enrich the lives of players through original and memorable gaming experiences. Their energy and talent have brought to life numerous acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is a company committed to equal opportunities and believes that diversity of backgrounds and perspectives is essential for creating worlds that enable the flourishing and expression of all.

Working at Ubi MTL means enjoying a workplace that fosters creativity and encourages connection. We offer a collaborative space focused on professional advancement, learning opportunities, and well-being (our significant benefits package attests to this!).

If you're excited about tackling exciting challenges, leveraging the latest technologies, and being part of the future of entertainment, join us in creating the unknown.

At Ubisoft, you are welcome just as you are. We embrace diversity in all its forms. We are committed to fostering an inclusive and respectful work environment that celebrates all differences.