



Project Lead (Programming) - [Assassin's Creed Project]

Montreal - Full-time - 743999990774388

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999990774388-project-lead-programming-assassin-s-creed-project-?oga=true>

Work as a programming project lead for Assassin's Creed Codename INVICTUS which is a new multiplayer game in the Assassin's Creed Family currently in development at Ubisoft Montréal! It is designed as a standalone game to be available in the Assassin's Creed Infinity Hub, alongside Codename RED and Codename HEXE.

The small team is led by former senior members of successful Ubisoft Multiplayer games joined by Assassin's Creed talents to create the best and most innovative multiplayer game in the Assassin's Creed franchise.

Alongside your colleagues, you will get a chance to wear multiple hats, shape the future of the game and help develop our team culture.

What you'll do

In this role, where no two days will be like, you will:

- **Organize** and **coordinate** the project's various technical activities and resources required throughout the production cycle based on needs and priorities.
- Act as a bridge between management and the programming teams to confirm that the **vision** and needs of one are understood and met by the other.
- With the help of your team leads, make sure that the roadmap **stays on track** and those cohesive systems are developed in parallel.
- Define and implement **new ways of doing things** that will make it easier for teams to do their work in the long run.
- Suggest **improvements** and **solutions** that will help achieve the project's objectives.
- **Report** the concerns, recommendations, and observations of the programmers to the management team.
- Monitor the **evolution** of the game architecture's and ensure the technologies are working well.
- Oversee **resource planning** and **recruitment**
- Adopt a respectful and caring approach to maintain the **professional well-being** of the members of your team.

What you bring

- A bachelor's degree in computer science, software engineering, or an equivalent field
- 10+ years of programming experience and at least five years of experience managing a game programming team
- Experience in the production of at least one full game
- A thorough understanding of video game production (animation, sound, 3D, etc.) and the reality of the different working units
- Excellent mastery of various programming principles
- A sense of leadership and team spirit enhanced by good communication skills
- An empathetic approach when it comes to managing stress in a fast-paced environment (there's always a solution, and you know it)
- An open and innovative mind coupled with excellent synthesizing skills
- An educational approach and a desire to share your extensive technical expertise

What to send our way

- Your CV highlighting your background and skills

Just a heads up: If you require a work permit, your eligibility may depend on your education and years of relevant work experience, as required by the government.

About us

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.