



Team Lead Programming / Generative Ai (MOD Career Switch)

Montreal - Full-time - 743999995902715

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As a team lead, you will guide a group of talented and inspired programmers who develop technologies needed to create the games that Ubisoft fans have come to expect. Your technological know-how, leadership skills, and ability to make informed decisions will help you fulfill your ambitions. Your work will be filled with passion and pride. This position is particularly suited to people with experience and/or a strong interest in generative artificial intelligence.

Driven by a desire to see your team members flourish, you will support them in their professional development by seeing to their well-being, acting as their spokesperson in meetings with other teams and management, and ensuring that each person is in a position that stimulates them and lets them shine.

Your global vision and deep understanding of the different roles and strengths within your team will enable you to coordinate the work and multiply the results of everyone's efforts. What motivates you the most is to see your team grow and deliver quality, consistent systems that will help provide the rich gaming experience our players are looking for.

What you'll do

- Distribute tasks and follow-up on the progress of the various projects during team meetings.
- Provide your team with the tools they need to work independently 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.
- Go over notable bugs and determine the best way to fix them.
- Communicate regularly with leads in other disciplines to plan ahead, assess risks, and deliver on time.

- Code alongside your team members and participate to Code Revues.
- Keep your project lead informed of the progress of your assignments and meet with other leads, both on your project and others, to discuss ways to improve processes and share technologies.

What you bring

- A strong interest in video games;
- A bachelor's degree in computer science, computer engineering, or an equivalent field
- Proficiency in C++ and other programming languages.
- A creative, innovation-oriented approach
- Experience participating in the full production of at least one game or the equivalent as a programming team lead
- Strong organizational and planning skills, results-oriented
- Excellent communication and strategic leadership skills
- The ability to remain calm in difficult situations, conflict situations, etc. (you know that there is always a solution)
- A desire to energize and manage a team.
- Experience in mathematics, statistics, AI Framework and AI tools is an asset.
- Experience in interacting with online servers is an asset.

- Experience in one or more of the following fields: neural networks, pathfinding, behavior trees, machine learning, prompt engineering or natural language processing (NLP) is an asset.
- An inquisitive mind for Generative AI

What to send our way

- Your CV highlighting your education, experience and skills.