



Senior Network programmer (C++)

Montreal - Full-time - 744000020538580

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Main responsibilities:

- Design, implement and maintain network systems for multiplayer games.
 - Collaborate with other engineers to integrate network functionality into the game engine.
 - Optimize network performance to ensure low latency, low bandwidth and high reliability.
 - Troubleshoot and resolve network-related issues during development and post-launch.
 - Work closely with gameplay and backend teams to ensure seamless integration of network features.
 - Keep abreast of the latest network technologies and best practices.
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- Significant experience in applying networking principles in one or more AAA multiplayer games.
 - Experience in high-performance programming, multithreading and memory management.
 - Expert knowledge of low-level network concepts and high-level multiplayer game systems.
 - Solid understanding of network protocols, data transmission and synchronization techniques.
 - Experience in designing large-scale system architectures.
 - Ability to design and implement scalable multiplayer architectures.
 - Excellent collaboration skills.

What to send us

- Your CV highlighting your education, experience, skills and games delivered