



# Network Technical Lead

**Montreal - Full-time - 744000020541576**

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- Design, implement and maintain network systems for multiplayer games.
  - Lead and technically supervise a team of engineers to integrate network functionalities into the game engine.
  - Responsible for network performance to ensure low latency, low bandwidth and high reliability.
  - Diagnose 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 and apply them within the team.
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- Significant experience in the application of networking principles in one or more AAA multiplayer games.
  - Experience in designing large-scale system architectures.
  - Ability to design and implement scalable multiplayer architectures.
  - Experience in high-performance programming, multithreading and memory management.
  - Expert knowledge of low-level network concepts and high-level multiplayer gaming systems.
  - Solid understanding of network protocols, data transmission and synchronization techniques.
  - Excellent collaboration and communication skills.

**What to send us**

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