



Senior ML Programmer _ Content Creation Technology Group

Montreal - Full-time - 744000037372949

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000037372949-senior-ml-programmer-content-creation-technology-group?oga=true>

The Content Creation Technology Group (CCTG) is looking for a Senior ML programmer to work in a team that develops machine learning tools to support teams in creating, testing, and deploying ML solutions to games. You will support and collaborate with Data Scientists, Software Developers and other stakeholders in delivering these ML solutions. The Senior ML Programmer role will bring best practices and design principles to assist the team in delivering our ambitious features roadmap.

Main responsibilities:

- Provide and support ML systems based on the business requirements and objectives.
- Set out technical designs to meet system needs whenever necessary.
- Collaborate with data science team, specialist programmers (AI, 3D, physics, sound, animation, etc.), research team and other stakeholders like productions.
- Develop, integrate and maintain Inference engines, ML libraries and frameworks.
- Leverage best hardware (NPU, GPU, CPU) to accelerate ML related computations.
- Develop systems that allow Gameplay programmers and Data scientist to easily track relevant data to train models.
- Develop systems to benchmark, evaluate and optimize model's performance.
- Program in a clear and structured manner that is in keeping with performance, maintenance, modularity, scalability and compatibility requirements.

- Write unit tests and integration tests.

Other responsibilities:

- Creating proof of concepts, that can require model training, fine tuning, experimenting with different techniques and models.
- Suggest improvements whenever necessary by designing and implementing new systems or enhancing existing ones.
- Conducting research to stay up to date with the latest advancements.
- Documentation, presentations, and knowledge sharing to communicate complex AI concepts to both technical and non-technical collaborators.

Education:

- Bachelor's degree in computer science or computer engineering or equivalent. Master in Machine Learning is an asset.

Relevant Experience:

- Minimum 5 years' experience in AI/ML.

Core Skills:

- A good knowledge of Machine Learning and deep learning fundamentals.
- Extensive knowledge of C++.
- Strong Architecture skills.
- A good hardware knowledge, to take advantage of multithreading, and optimize memory management.

Other Skills:

- Proficient in Python is an asset.

- Experience working with game engines is an asset.
- A good knowledge of Database products is an asset.
- A good knowledge of cloud-based platforms is an asset.