Programming Team Lead — Procedural Systems (Anvil)

Montreal - Full-time - 744000144403064

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The Anvil Pipeline World Building team is looking for a team lead for its procedural systems team. Joining Anvil Pipeline means contributing to Ubisoft's technology convergence, helping develop one of the best game content creation suites, and supporting multiple Ubisoft productions at the same time.

What you will do

As a team lead, you will work in collaboration with the World Building domain leadership team on topics within your scope. In collaboration with the team's technical lead and the domain technical director, you will contribute to executing the vision and achieving the objectives of our roadmap. You will also be expected to develop a broad understanding of all systems supported and developed by your team, in order to effectively support decisions, priorities, and follow-ups related to deliverables.

In this role, you will plan milestones and sprints in collaboration with the relevant leaders and collaborators. You will create, prioritize, assign, and track tasks on a daily basis, as well as monitor the team's progress against expected deliverables.

You will proactively identify risks and blockers, then propose solutions to the domain manager for your team. You will also maintain regular follow-ups with each of your employees, contribute to their individual development, and actively participate in the performance evaluation process.

You will work closely with the World Building domain lead and the Anvil Pipeline production team to ensure alignment and the smooth execution of the work.

What you'll bring

Skills

- Ability to collaborate effectively with other leaders and key collaborators.

- Leadership and strong interpersonal communication skills.

- Strong time management and prioritization skills.
- Ability to develop high-performing teams.
- Ability to manage stress, change, and ambiguity.
- Managerial courage and the ability to address issues constructively.
- Flexibility in work organization.
- Experience with the full development cycle of an AAA game.

Technical knowledge

- C++.
- Development and production tools such as Perforce, Visual Studio, Jira, and Office 365.
- Technical constraints related to real-time systems, game engines, and level editors.
- Asset: procedural visual content generation tools, such as UE PCG, Houdini, etc.
- Asset: world creation tools.
- Asset: data organization in a game engine, such as entities, components, and object model.