UI Programmer - (March of Giants)

Montreal - Full-time - 744000145316739

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The incumbent will develop the modules for a game's general presentations (menu, HUD, etc.).

What you'll do

- Read the game design documents to understand the intended player experience and actively challenge game design feedback to facilitate this experience;
- Help define the features and implementation of the UI in an effort to support the graphic designer's needs;
- Design and implement menu and interface systems for specific users on desired platforms, preserving the uniformity of the visual and logistical aspects;
- Provide tools for UI systems and debugging through internal "debug draw".
- Investigate and develop a deep understanding of UI framework, and use this knowledge to support the presentation team;
- In collaboration with design and other programming teams, quickly prototype interaction concepts for the game;
- Be reactive to feedback and perform quick iterations;
- In collaboration with the graphic designer, integrate designs and animation;
- Provide hooks for graphic designer animations and sound support;
- Understand the UI requests and recognize or investigate technical limitations (performance tracking and memory);
- Work closely with designers and artists to implement new ideas, providing technical, creative, and scheduling feedback;
- Working collaboratively with the team to ensure that UI meets aesthetic and functional requirements;
- Actively maintain skill-set and knowledge base by keeping track of the latest innovations from the industry;
- Oversee and maintain modules or systems that underlie the user interface;
- Optimize user interface code to run efficiently on desired platforms;
- Interact and collaborate with different departments;
- Challenge the game design of the game as well as its User Experience (UX)
- Develop automated tests APIs related to UI systems to ensure continuous health of the game;
- Have a broad knowledge of ergonomics and UX principles as applied to UI;
- Apply knowledge of localization and accessibility features;
- Carry out all other related tasks.

Training:

- Bachelor of Computer Science or Computer Engineering or equivalent training or experience.

Experience:

- Minimum 5 years of C++ programming experience in the video game sector or embedded systems, or relevant fields.

Knowledge:

- Capacity to write clean, robust, performant, and maintainable C++ code;
- Excellent understanding of MVVM philosophy and workflows;
- Strong troubleshooting and debugging skills;
- Strong understanding of software engineering best practices (design reviews, coding standards, code reviews, testing, documentation);
- Solid collaborative and communication skills within a multi-disciplinary environment.
- **Bonus**: Experience with Unreal Engine 5, Slate and UMG;
- **Bonus**: Experience with UI Frameworks such as CommonUI;
- **Bonus**: Experience with MVVM toolchains such as Unreal's MVVM plugin;
- **Bonus**: Experience working on a PC-centric platform experience.

Skills:

- Problem-solving skills;
- Attention to detail;
- Good interpersonal and communication skills;
- Autonomy and ethics in proactive work;
- Drive to take up major challenges;
- Define and estimate tasks in an structured way;
- Ability to adapt to change;
- Results oriented.