UI ProgrammeR6 SIEGE)

Montreal - Full-time - 744000150704249

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The person in this role is responsible for developing game modules related to general user-facing presentations, such as menus, HUDs, and other UI systems.

What You'll Do

- Review game design documents to understand the intended player experience and actively contribute feedback to help achieve that vision;
- Help define UI features and implementation while aligning with the needs of graphic designers;
- Design and implement menu systems and user interfaces for target platforms, ensuring consistency in both visual presentation and underlying logic;
- Develop tools to support UI systems;
- Collaborate with designers and programmers to rapidly prototype interaction concepts;
- Respond effectively to feedback and produce quick iterations;
- Provide hooks and support for UI animations and audio integration;
- Work closely with designers and artists to implement new ideas, offering technical, creative, and planning feedback;
- Collaborate with the team to ensure UI systems meet both aesthetic and functional requirements;
- Stay current with industry trends, innovations, and best practices;
- Maintain and oversee the modules and systems that support the UI;
- Optimize UI code to ensure efficient performance on target platforms;
- Interact and collaborate with multiple departments;
- Develop automated testing APIs and tools related to UI systems to help ensure overall game stability and health;
- Apply strong knowledge of usability and UX principles as they relate to UI development;
- Integrate accessibility and localization considerations into UI features and workflows;
- Perform any other related duties as required;
- Demonstrate strong analytical skills through debugging and crash fixing across a variety of UI systems.

What You Bring

Education

- Bachelor's degree in Computer Science, Computer Engineering, or an equivalent combination of training and experience.

Experience

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

Knowledge & Technical Skills

- Ability to write clean, robust, performant, and maintainable C++ code;
- Excellent understanding of MVVM architecture and workflows;
- Strong troubleshooting and debugging skills;
- Solid understanding of software engineering best practices, including design reviews, coding standards, code reviews, testing, and documentation;
- Strong collaboration and communication skills in a multidisciplinary environment;
- **Bonus:** Experience with Visual Studio, Perforce, and Jira;
- **Bonus:** Experience working on a PC-centric platform experience.

Soft Skills

- Strong problem-solving abilities;
- Attention to detail;
- Excellent verbal and written communication skills;
- Proactive attitude with a strong sense of autonomy and professional ethics;
- Motivation to tackle large-scale challenges;
- Strong organizational skills for task definition and estimation;
- Ability to adapt to change;
- Results-oriented mindset.