AI Programmer - (R6 SIEGE)

Montreal - Full-time - 744000151407298

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We are building cutting-edge AI Bots for *Rainbow Six Siege*. Our goal is to create bots capable of realistically replicating the decisions, tactics, and behaviors of real players, delivering an increasingly rich training and gameplay experience. We are looking for an enthusiastic and adaptable programmer who is eager to leverage the latest technologies to create, test, and deliver high-quality AI systems.

What You'll Do

- Design, develop, and maintain the systems and behaviors that power the AI Bots for *Rainbow Six Siege*.
- Develop believable behaviors that enable bots to realistically reproduce the decisions, tactics, and reactions of real *Rainbow Six Siege* players.
- Program in C++ and use the team's tools and technologies to create, test, and iterate on AI features.
- Collaborate closely with programmers, game designers, QA testers, and other AI specialists to continuously improve the quality and realism of the bots.
- Contribute to the improvement of the tools, technologies, and pipelines used to develop, debug, and validate AI behaviors.
- Use gameplay data, test results, and player feedback to iterate on AI features and improve their quality, robustness, and realism.
- Proactively identify performance, stability, and quality issues and actively contribute to resolving them.
- Own features from conception through delivery while maintaining a high standard of quality and reliability.
- Stay informed on advancements in artificial intelligence and contribute to technical innovation within the team.

What You'll Bring

Education

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

Experience & Skills

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

- Strong proficiency in C++.
- Bachelor’s degree in Computer Science, Computer Engineering, or equivalent experience.
- Experience developing for console platforms.
- A unique combination of attention to detail and flexibility in your work organization.
- Strong communication skills and the ability to collaborate with multidisciplinary teams while helping elevate quality standards and supporting the game’s vision.
- A creative mindset and a strong passion for innovation.