Software Engineer – MLOPS

Montreal - Full-time - 744000151789829

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As a Machine Learning Operations Software Engineer at Ubisoft Montréal, you will help build **reliable and scalable systems** that protect the **trust and safety of our players**.
You will join the **Player Data domain** within Ubisoft's Data Office, whose mission is to use data to support players throughout their journey in a safe and respectful environment.
This role combines **applied research and software engineering**, with a strong focus on **production deployment**.

What you'll do

- Lead **end to end projects**, from design to real world usage
- Design, develop, and maintain **application services and APIs** for data and model sharing
- Build and operate **large scale data processing pipelines**
- Deploy and manage **scalable cloud infrastructures**
- Improve **platform quality and reliability**
- Contribute to **exploratory projects** testing new data and machine learning approaches
- Write **clean, efficient, and maintainable code** designed for scale
- Apply **modern deployment and monitoring practices** for machine learning systems
- Collaborate closely with **data and machine learning specialists** to bring models into production

What you bring to the team

- Strong skills in **software development or data engineering**, using **Python or Rust**
- Experience designing and consuming **web service APIs**
- Practical knowledge of **cloud environments and containerized systems** (Kubernetes, ArgoCD, AWS, Terraform)
- Ability to connect **high level vision with technical details**
- Collaborative mindset with **clear and respectful communication**
- Working knowledge of **machine learning**, including advanced models
- Experience **deploying predictive models into production**
- Familiarity with **large scale data processing tools or platform operations**, an asset

- Your CV highlighting relevant skills and experiences
- Links to **projects, code repositories, or systems** you have contributed to