Develop at Ubisoft

The Develop at Ubisoft mentorship aims to attract and develop diverse talent for our studios around the world. With more people playing games than ever before, we have an exciting opportunity to create inclusive entertainment that is truly reflective of our diverse world.

The industry continues to benefit from different backgrounds, fresh perspectives, and new ideas. Develop at Ubisoft supports this evolution by highlighting emerging talent – when they thrive, so does the industry.

Successful applicants receive mentorship from our experts in Programming and Game Design, and winners receive hands-on game development experience through a paid internship.

Come build the future of entertainment today with Ubisoft!

Programming: The Challenge

The theme for this year's challenge will be released on Friday, January 12th, 2024.
The API will be available to download on Thursday, November 23rd, 2023.
Eligible participants (from the application stage) will be invited for an API workshop held on Thursday, November 30th, 2023 (virtually).

Your entry must be a Windows application written entirely in C++. You will need to download Microsoft Visual Studio 2019 or 2022 to successfully complete this challenge. We recommend Visual Studio Community 2022. If you're a Mac user, please use Boot Camp to install Windows 10. **Eligible participants will be provided with the API & brief to complete the challenge.**

Process & Key Dates

The information provided below will guide you through the application process and help you plan your time through all stages of the competition. Please read this information carefully and feel free to email us at dau@ubisoft.com for any questions.

Part I - Application Process – Registration Form and Resume

All interested participants are required to complete the Registration Form and submit their resume online.

- Instructions
  - Complete the registration form and submit your resume online by **Sunday, October 15th, 2023, at 11:59 PM**. Both items are mandatory.

- o Your resume must be named as follows:
  DAU_Toronto_2023_Programming_Resume_[FirstName_LastName].**pdf**

- Deadline - **Sunday, October 15ᵗʰ, 2023, at 11:59 PM**

- Decision – **Thursday, October 19ᵗʰ, 2023**
  - o All applicants will receive a confirmation of their eligibility to participate by Thursday, October 19ᵗʰ, 2023.
  - o Eligible participants will be provided all relevant information, resources, and assets to complete the challenge.

Tips for submitting your application
- Be sure to follow all instructions regarding file formats.
- Ask a friend to proofread your resume to ensure it reads clearly.
- Ensure to accurately represent all your experiences i.e., professional, independent, volunteering, extra-curricular, and academic.
- Take time to review the schedule of deadlines for the challenge and consider other time commitments you may have due to school or work, to be sure you can complete the challenge.
- Talk to your instructors if you have class deadlines close to key dates for the challenge; they may be able to help you plan your time or make alternative arrangements.

Part II - Submission Process – Challenge Submission

The brief, instructions & submission form will be provided via email to all eligible participants.

- Instructions – Please submit the following:

  - o The link to a YouTube video of a play-through of your game with screen capture software (e.g., OBS) highlighting the gameplay and technical features. Please make sure the video's quality is good. Your video should not be longer than 5 minutes.

  - o Your complete code and documentation saved in a .zip file

- Deadline - **Sunday, January 14ᵗʰ, 2024, 11:59 PM**

- Decision - **Monday, February 12ᵗʰ, 2024**
  - o Successful participants will be notified of their eligibility to proceed to Stage 3 via email and all relevant information to complete the next Stage.
  - o All other applicants will be provided feedback via email

Networking and Mentorship Sessions

Networking sessions will be held virtually (MS Teams) on the following dates, and all eligible participants will receive an invite via email.

- **Thursday, November 9th, 2023** – Kick-Off Session and Meet your Judges.
  All eligible participants in Game Design and Programming will be invited to attend this session. The Kick-Off Session aims to connect you with your peers and all the Judges who will mentor you through this year's challenge.

- **Thursday, November 30th, 2023** – Programming API Workshop
  All eligible participants in Programming will be invited to attend the API Workshop, where our experts will provide a tutorial, best practices, and tips & tricks for making the most out of the API.

Apart from these sessions, we encourage you to email any of your questions related to the challenge to dau@ubisoft.com throughout the competition.

Interview Process

- Successful participants from the submission process will be invited for an interview with the Judges between February 12th to February 26th, 2023. Judges will select the Top 3 participants (Finalists) after the interview process is completed.

Results

- The Top 3 (finalists) participants in the competition will receive an invitation to attend the Awards Ceremony which will be held on **Thursday, March 21st, 2024.**
- Results (Winners & Runners-Up) will be announced at the Awards Ceremony.

Eligibility

The competition is open to applicants who:
- Identify as a woman, transgender, non-binary, or Two-Spirit
- Are legally entitled to work in Canada;
- Reside in Ontario;
- Are currently attending OR have graduated from an Ontario post-secondary school no earlier than Spring 2022;
- Have less than two years of professional experience in game design or programming;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed or considered.

Any pitch materials or game ideas submitted by applicants to Develop at Ubisoft will not be used by Ubisoft Toronto Inc. and will remain the property of the applicant.

Winners

Winners will be selected based on their submission, as well as their interview with the judges. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the judges as it sees fit; the judges' decision is final and non-negotiable.

Winners will be announced in March 2024 and will receive a paid internship at Ubisoft Toronto for a duration of three (3) months.

Start dates for the internship are flexible and will be discussed directly with the Winners. Dates subject to change at the sole discretion of Ubisoft Toronto.

Questions?

Email us at dau@Ubisoft.com. Note: Email is not monitored 24/7 but we will do our best to respond within 48 hours.