



Welcome to Ubisoft!  
Are you ready to join a team moving  
entertainment forward?

## Gameplay Programmer (Programming)

Québec City, Canada - Full-time - REF68821

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### COMPANY DESCRIPTION

Ubisoft Québec is looking for you, Gameplay Programmers.

At Ubisoft Québec, a preeminent developer of video games located in Québec dynamic St-Roch neighbourhood since 2005, we offer a work environment unique in the industry for allowing you to build and cultivate games that are part of critically acclaimed, iconic AAA franchises of international repute.

When you join Ubi Québec, you enter a community of passionate, extraordinary developers connected by their need to innovate, to be creative and to work with the latest technology. You'll discover a world where employees enjoy constant career advancement, a supportive learning environment, and competitive compensation packages.

### JOB DESCRIPTION

Open position continuously for 2019 recruitment needs

The selected applications will be kept in the bank and we will contact them according to our needs

Unsuccessful candidates will be contacted within one month after receiving their application

On being a GPP at Ubi Québec

When you're a Gameplay Programmer at Ubi Québec, you have direct influence over the quality of the game that will end up in the players' hands; there is a tangible link between your work and the player experience. You are entrusted with coding the interactive systems that make the game.

With every new iteration, you commit yourself to answering the most fundamental questions: Will the player enjoy this? Does it feel right? Is it AAA quality? You're an avid gamer who cares about the player experience.

As a dependable member of a cohesive gameplay team composed of AI, UI and 3Cs specialists, you will bring to life the vision of the game and mission designers, who will take your point of view and expertise into consideration when making their decisions.



### The daily life of a GPP at Ubi Quebec

- Code new and existing systems to meet the intent of the game's design
- Keep them coherent with existing code
- Develop gameplay tools for large content teams
- Understand existing functions, and suggest and develop improvements
- Collaborate with designers and animators on environments
- Resolve gameplay bugs
- Document your work

### What it takes to make it

- An undergraduate degree in Computer Science or Software Engineering
- Experience in C++ and optimizing code
- Experience in gameplay, AI, and design (main character, cameras, NPCs, environment, behaviours)
- Experience as part of a team that has shipped a video game is an asset
- Experience developing on video-game consoles
- Proficiency to communicate with all disciplines and to support and elevate the team in terms of quality and vision of the game
- You are creative and thirsty for innovation

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