



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

## Gameplay Programmer (GPP) (Programming)

Montreal, Canada - Full-time - 1007BR

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### *JOB DESCRIPTION*

Ubisoft Montreal is looking for you, Gameplay Programmers!

At Ubisoft Montreal, a preeminent developer of video games located in Montreal's dynamic Mile-End neighbourhood since 1997, 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 Montreal, 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.

On being a GPP at Ubi Montreal

When you're a Gameplay Programmer at Ubi Montreal, 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.

More than anything, at Ubi Montreal, you will regularly ship a variety of big, quality titles – Assassin's Creed, Far Cry, Rainbow Six, Watch\_Dogs, and... well we can't disclose all our secrets just yet... – and work with some of



The daily life of a C++ Programmer

- 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;
- 3 years of 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.

We are an equal-opportunity employer and value diversity at our company. We do not discriminate on the basis of race, ethnicity, religion, gender, sexual orientation, age or disability status.

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