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**Company Overview**

WarnerMedia is a powerful portfolio of iconic entertainment, news, and sports brands. We bring people, technology, and the world’s best storytellers together to drive culture and meaningful connection. We believe the enduring power of stories can open our eyes to the world, to each other, and to new and different perspectives.

Since its launch in 2010, Warner Bros. Games Montréal has more than 300 employees and continues to grow and recruit additional talents. Working with some of Warner Bros. Studios’ biggest brands, including DC Entertainment, the studio is dedicated to developing AAA videogames.

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WB Games Montreal, a division of Warner Bros. Interactive Entertainment (WBIE), seeks a **Gameplay Programmer** to work closely with designers and the Gameplay Lead to design, explore, and implement various gameplay systems.

**Job Responsibilities**

* Work closely with designers, artists, and other engineers to create a great player experience.
* Collaborate with members of the team to build sustainable, performant and maintainable technologies and code.
* Play an active role in supporting the game, addressing both low level and high-level issues.

**Experience**

* 4+ years of experience in game development.
* Fluent in C++.
* Strong mathematics skills (linear algebra and trigonometry).
* Experience in the design and implementation of 3Cs (Camera, Character, Control) and gameplay support systems.
* Experience with multi-threaded programming paradigms.
* Experience with Unreal Engine and Multiplayer architecture is a plus.

**Education**

* Bachelor’s degree in computer science or a relevant discipline is preferred.

**Knowledge/Skills**

* Ability to communicate with designers.

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**Programmeur.euse Gameplay**

WB Games Montréal, une division de Warner Bros. Interactive Entertainment (WBIE), est à la recherche d’un(e) **programmeur.euse gameplay** pour travailler en étroite collaboration avec les concepteur.rices.s et le chef de la programmation jouabilité afin de concevoir, explorer et mettre en œuvre divers systèmes de jeu.

**Responsabilités**

* Travailler en étroite collaboration avec les équipes de conception, art etde programmation afin de créer une bonne expérience de jeu.
* Collaborer avec les membres de l’équipe afin de mettre au point des technologies et de codes durables, efficaces et propre aux améliorations continues.
* Participer activement au soutien du jeu et à la résolution de problèmes de bas et de haut niveau.

**Expérience**

* Au moins 4 ans d’expérience en concept de jeux.
* Maîtrise C++.
* Solides compétences en mathématiques (algèbre linéaire et trigonométrie).
* Expérience en conception et implémentation de systèmes 3Cs (Caméra, personages jouable et contrôles) et de support de jouabilité.
* Expérience avec les paradigmes de programmation parallélisés.
* Expérience avec les architectures Unreal Engine et multijoueur, un atout

**Éducation**

* Un baccalauréat en informatique ou discipline pertinente est préférable.

**Connaissances/aptitudes**

* Capacité à communiquer avec les membres de l’équipe de conception de jeu.

**The Perks**

* Exclusive WarnerMedia events and advance screenings
* Paid time off every year to volunteer for eligible employees
* Access to well-being tools, resources, and freebies
* Access to in-house learning and development resources
* Part of the WarnerMedia family of powerhouse brands

Warner Media, LLC and its subsidiaries are equal opportunity employers. Qualified candidates will receive consideration for employment without regard to race, color, religion, national origin, gender, sexual orientation, gender identity or expression, age, mental or physical disability, and genetic information, marital status, citizenship status, military status, protected veteran status or any other category protected by law.