Be Inspired. Be Creative. Be NEXT.

Ubisoft Toronto NEXT is an annual competition designed to showcase the talent of video game development students in Ontario. Kick-start your career in the industry with a paid Internship and learn from Ubisoft Toronto's top talent.

Compete in one of seven disciplines to win an internship:

- 3D Art (Modelling)
- Concept Art
- Technical Art
- Animation
- Game Design
- Level Design
- Programming

Eligibility

The competition is open to applicants who:

- 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 2 years of professional experience in the game development industry;
- Are not a current or former employee of any Ubisoft studio;
- Complete the challenge individually. Team-based submissions will not be reviewed.

Questions?

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

Ubisoft Toronto NEXT: Programming Challenge

We will make the API available to download on Friday, November 24th, 2023, and release the challenge theme & brief on Friday, January 19th, 2024.

Your submission must be a Windows application **written entirely in C++**. You will need to download Microsoft Visual Studio 2022 to successfully complete this challenge. We recommend Visual Studio Community 2022. If you're a Mac user please use Boot Camp (or equivalent) to install Windows 10. Please only use the libraries provided in our API. Submissions that use external libraries will not be considered.

Submission Requirements & Documentation

Provide your submission using this Submission Form and submit your resume HERE.

Your submission package must be named as follows:

NEXT_2023-2024_Programming_FirstnameLastname.zip
Please **DO NOT** enter your name anywhere inside of your documentation/video, only in the Zip file name and your resume.

Your submission package **must** contain the following three (**3**) parts. All items are mandatory.

1. Up-to-date Resume in PDF format (in addition to submitting online using the link provided above)
2. Your complete code and documentation saved in a .zip file:
    a. Documentation must be in PDF format.
    b. Please ensure to include all your source code. Feel free to keep all your comments and corrections intact. This will save you some time and give us a better idea of your thought process.
3. 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 to submit a good quality video. The video should not be longer than 5 minutes in duration.

Judging Criteria

A panel of expert judges will individually rank the overall entry package, out of 35, based on the following criteria. This is a technical and gameplay challenge. Artistic merit will not be judged.

Code Structure (1-15):
- Clear and simple structures with thought for future expansion
- Self-documenting code with clear interfaces
- Well-managed memory and data flow
- Understanding of game programming patterns

Technical Challenge (1-10):
- Advanced and well-applied techniques
- Ambitious design

Innovation (1-5):
- Unique solutions to technical problems
- Interesting and effective gameplay

Written Documentation (1-5):
- Overview of systems and related classes

Key Dates & Deadlines

API Available to Download: Friday, November 24th, 2023, 10:00 AM EST
API will be made available at https://toronto.ubisoft.com/next

Challenge Starts (Brief available): Friday, January 19th, 2024, 10:00 AM EST
Full challenge details and files will be published at https://toronto.ubisoft.com/next.

Submission Deadline: Sunday, January 21st, 2024, 11:59 PM EST
Complete this Submission Form where you will be asked to provide a link to your submission package. Late entries will not be accepted.

Ubisoft Toronto judges will review all submissions and select up to five successful participants to proceed to the interviews. All other participants will be notified of their results via email by **Friday, February 16th, 2024**.

Interviews: February 2024

Ubisoft Toronto judges will select up to three finalists after the interviews. Ubisoft Toronto is the sole judge of this competition and reserves the right to elect the panel as it sees fit; all judgement is final and non-negotiable.

Prizes

- 1st Prize:
    - One (1) paid Programming Internship at Ubisoft Toronto. The Internship shall be for a minimum duration of three (3) months at Ubisoft Toronto studio and is currently scheduled to begin May 2024. Dates subject to change at the sole discretion of Ubisoft;
    - One Ubisoft prize pack valued at $300.

- Finalist Prizes:
    - Display of each finalist's submission in the Ubisoft Toronto NEXT Awards Ceremony;
    - One Ubisoft prize pack valued at $300.