

# PROGRAMMING



**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 apprenticeship and spend the summer learning from the Ubisoft Toronto studio's top talent.

Compete in one of seven disciplines to win an apprenticeship:

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

Last year, 12 students made the transition from student to game developer at Ubisoft Toronto through this program. **Are you next?**

## **Eligibility**

- Currently attend OR have graduated from an Ontario post-secondary school no earlier than Spring 2019
- Are Ontario students or recent graduates with less than 2 years of professional experience in game development
- You must reside in Ontario
- Be eligible to work in Canada
- This challenge must be done individually. Team-based submissions will not be reviewed.

## **Ubisoft Toronto NEXT: Programming Apprentice Competition**

We will make the API available to download on Friday, February 19<sup>th</sup>, 2021 and release the challenge brief on Friday March 19<sup>th</sup>, 2021.

Your entry must be entirely in C++. You will need to download [Microsoft Visual Studio 2015, 2017 or 2019](#) to successfully complete this challenge. We recommend [Visual Studio Community 2019](#).

## **Submission Requirements & Documentation**

Submit your entry at <http://toronto.ubisoft.com/next-submissions/>

**\*\*All items are mandatory\*\***

Your application package must contain the following three **(3)** parts:

1. Up-to-date Resume in PDF format
2. 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. It should not take longer than 5 minutes in length.
3. Your complete code and documentation saved in a .zip file:
  - Your application package must be named as follows:  
**NEXT\_Toronto\_2021\_Programming\_FirstNameLastName.zip**
    - Please do not enter/say your name anywhere inside of your code, video or documentation, your name should only appear in the Zip file name and your resume.
  - Documentation must be in PDF or PowerPoint format

## **Judging criteria**

A panel of expert judges will individually rank the overall entry package, out of 30, based on the following criteria:

This is a technical and gameplay challenge – we will ignore artistic merit in the judging.

### **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

### **Technical Challenge (1-10):**

- Advanced and well-applied techniques
- Ambitious design

### **Innovation (1-5):**

- Unique solutions to technical problems
- Interesting and effective gameplay

Ubisoft Toronto will designate up to five finalists, dependent on the recommendations of the Ubisoft Toronto judging panel. Ubisoft Toronto is the sole judge of this contest and reserves the right to elect the panel as it sees fit; all judgment is final and non-negotiable.

### **Key Dates & Deadlines**

Want to stay on top of the competition? Sign up for reminders, tips, and important updates at <http://toronto.ubisoft.com/next-sign-up/>

**API Available to Download:** Friday February 19<sup>th</sup> 2021

- API will be made available at <https://toronto.ubisoft.com/next>

**Challenge Starts** (Files available):-Friday March 19<sup>th</sup>, 2021, 10:00 am EST

- Full challenge details and files will be published at <https://toronto.ubisoft.com/next>
- Those who register for updates will receive an email reminder before the challenge goes live

**Full submission Deadline:** Sunday March 21<sup>st</sup>, 2021, 11:59 pm EST

- Complete this [submission form](#) where you will be asked to provide a link to your submission package.

**Please note that late entries are not permitted.**

**Interviews:** April-May 2021

Selected candidates will be invited to an online apprenticeship interview.

### **Prizes:**

- 1<sup>st</sup> Prize:
  - One (1) paid Programmer Apprentice position at Ubisoft Toronto. The Apprentice position shall be for a length of three (3) months at Ubisoft Toronto studio, and is currently scheduled to begin May 31<sup>st</sup>, 2021. Dates subject to change at the sole discretion of Ubisoft;
  - One Ubisoft prize pack valued at approximately \$300.
- Finalist Prizes:
  - One Ubisoft prize pack valued at approximately \$300.

### **Questions?**

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