

# Tesnier Elliott – A Day In Your Dream Job

I am a programmer at UBISOFT, and I will explain how I managed to get this job and what is my typical day there. First of all, UBISOFT is a french video game development, publishing and distribution company created in mars 1986 by the five Guillemot brothers. UBISOFT is one of the biggest video game company in the world, they edited the most famous games such as *Assassin's Creed*, *Far Cry* or even *Prince of Persia*. Being a programmer in this company is about developing the next best-selling and best-known games, working as a team to achieve the best possible results and above all having fun while working. As UBISOFT is a very big company (+20k employees), the programming branch is directed by projects managers and directors.

I started my studies at EPITECH in 2023, after a general baccalaureate. We started to learn programming in general and it was very exciting for me, I was really enjoying this universe. During the second year, I did an internship in a local company that was developing websites and I didn't really loved it. I found it too boring, I think that's when I realized I wanted to work in video games. This is why during the rest of the year and in my third year, I started programming small games outside of school and I started looking for an internship in the world of video game programming. I managed to found one and I really enjoyed how it went, I learned a lot of useful things and it really confirmed it was what I wanted to do for a living. For my fourth year I decided to go to a South Korean university as the country is known for their skills in this environment. I couldn't have imagined a better destination, I was at the good place. I became deeply passionate with this type of programming. During my last year, I started looking for my last internship and I told myself : "Why wouldn't you try UBISOFT?". I thought about it and the more

I thought the more I was convinced. It was a french company in the environment that I loved, developing world famous games. I sent my CV, had an interview and they accepted me. At the end of the year, I couldn't face the idea of leaving to go somewhere else so I asked if I could get hired. Since I did a great job throughout the year, and since I was really motivated, UBISOFT hired me.

I now live fifteen minutes away from my team offices, I usually go by motorbike or sometimes simply with my car. I arrive around 8am, and we start by having a small meeting just to know how the last day went and what we managed to do. It is really important for me as it allows everybody to talk about their work while being listened by others. After that, we divide the day's tasks according to everyone's preferences and we start to brainstorm in small groups on how to realize them, then we simply begin to code. At noon, we often go to restaurants between colleagues as it is an effective way to improve cohesion in the company and it also makes the day funnier. In the afternoon, we simply continue what we were doing the morning until usually 6pm, then I often play billiards for a few minutes before leaving the office as it helps me disconnect form work. At home, I make myself some food and I put on a YouTube video to distract myself, then I simply go to bed while watching other videos until I fall asleep.

At UBISOFT, we mostly develop using the programming language "C++" as it allows us to use new technologies such as *Raytracing*, *Cloud* or *Machine Learning*. The game engine we use is called *AnvilNext 2.0*, it was actually created by UBISOFT itself and it is now as powerful as the most famous one called "Unreal Engine". For animations, we use *Blender*, it is the most known software in this environment. The last tool we use in the company is called *Github Project*, it allows us to have a great work

organization as we can assign tasks to certain people, add issues, end them or even add tasks.

In the future, I imagine that I could become the project manager of the team as I am deeply invested in the company. I would also love to create my own studio, I could even compete with UBISOFT if our games became world famous. It is a real dream for me, it would be a life completion. I don't see myself in an other environment than video games development, but who knows what the future is made of?

Being a programmer at UBISOFT has many advantages. For example, I literally contribute to the building of world famous games so I technically contribute to the Cultural Heritage. More simply, I work in team with cool colleagues, we have very great tools to help us, we have fun during the day and we are also well paid. Moreover, it allows me to gain skills and build myself a stable future. Unfortunately, this job also comes with disadvantages such as a high pace of work, a lot of pressure due to the need to succeed, the fact that you aren't close to your superiors as the company is really big or even the fact that you don't travel a lot as you need to stay close to the offices.

As a conclusion, I would love to become a programmer at UBISOFT as it would allow me to work in the environment that I enjoy. It has a lot of advantages such as contributing to the Cultural Heritage or even just working in teams. However, this job also comes with disadvantages such as, as I said, the high pace work. I really hope that, one day, I will be able to achieve that dream.