Generalist Programmer

Winnipeg, MB, Canada

Please email applications to ashley.smith@ubisoft.com

Ubisoft Winnipeg: Our Mission

Ubisoft Winnipeg is the newest addition to the Ubisoft Canadian studios family, a collective of AAA game development teams dedicated to creating immersive, engaging open worlds for our players. We are the only Ubisoft studio focused on creating technology to empower our creators – at all of our Canadian studios – to build even better worlds across our major brands such as Far Cry, Assassin’s Creed and Watch Dogs. This leading-edge Winnipeg studio is the vanguard of technology and tool advancement in video game development.

We believe it is not work experience, education or training alone that qualify you to work on our team. A deep passion to build and create, a personal arsenal of innovative solutions to problems developed from an inner calling – we place considerable worth in your personal accomplishments because we recognize that the value they bring to our creative, innovative culture is immeasurable.

We believe our diversity is our strength. We recognize and celebrate a variety of perspectives, opinions, opportunities, and voices. We embrace our differences and draw from them to build our collaborative family culture. We believe we are stronger together.

Generalist Programmer

The Generalist Programmer positions will work as tools and engine programmers. On the tools side they will help design, implement, and ensure the proper functioning of new and existing tools where as on the engine side they will develop and maintain low-level systems and the overall architecture of new and existing game engines. They will work collaboratively with teams in other Ubisoft Studios to fully develop the potential of our game engines and improve the efficiency of the production teams.

Responsibilities:

The main and routine tasks of the Junior Programmer are to:
• Understand existing tools and functions in the development pipeline to see how they could be enhanced to fulfill the intentions of the project

• Support the production functions and systems: production workflows in the editor, third-party application plug-ins (3DSMax, Maya, source control, etc.), and productivity tools (compilation, build process, etc.)

• Analyse and correct defects in the tools, engine and pipelines

• Analyze and understand the requirements of the game development teams in order to define the required functionalities and engine systems that must be developed to support them

• Adapt or replace game engine systems as required to support and enhance the efficiency of game development

• Analyze innovations and features from external tools and other Ubisoft pipelines to determine where they can be applied to our own pipelines

• Analyze and maintain CPU and loading performance by optimizing algorithms to ensure high efficiency and minimize the impact on game developers

Training:

• Completed a Bachelor’s degree in computer science or computer engineering

Relevant Skills and Experience:

• A passion for gaming and game development

• Knowledge of C/C++

• Experience with one or more common programming languages such as C#, Java, Python

• Knowledge of various databases

• Experience with version control systems

• Experience with Visual Studio is a plus

• Experience with programming and debugging applications

• Experience with multi-platform programming

• Knowledge of refactoring techniques
Other Skills:

- Ability to understand users' needs and take them into account when programming
- Resourceful
- Ability to adapt to change
- Proactive
- Problem-solving abilities
- Attention to detail
- Good interpersonal and communication skills
- Ability to work as part of a team
- Results-oriented