Engine C++ Programmer, Ubisoft Winnipeg

NOC code: 2174

Who we are

Ubisoft Winnipeg is a technology studio with a unique mission: develop new technologies that will change the way we build video game worlds. We are the only Ubisoft studio focused on exploring the unknown to develop technology that empowers game creators—at all Ubisoft Canadian studios—to build even better, more immersive worlds across our major brands such as Far Cry, Assassin's Creed and Watch Dogs. Our vanguard studio is on the hunt for passionate and experienced innovators to lead our inspired team in the creation of leading-edge technology in one of Canada's fastest growing cities for game and tech development. Join the family!

Who you are

You are a C++ master who loves solving complex problems by going down the rabbit hole of technical challenges. You are versatile and highly motivated to innovate. You are bursting with ideas for new game development technology. You are excited to create new low-level systems that enable our game creators to build larger, more immersive open worlds. You are passionate about running RTXs in parallel, you love profiling sorting algorithms, and you fist-pumped when you doubled the data throughout from SSD.

What you'll do

- Analyze and understand the requirements of content creators to design new engine systems
- Adapt or replace game engine systems to enhance the efficiency of game development
- Propose new systems and architecture to drive innovation in our game engines
- 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
- Diagnose and repair the most complex defects, including creating systems to help in debugging

What you bring
- Experience in low-level programming using C/C++
- Experience with programming and debugging of complex applications
- Solid proficiency in multi-threading, performance and optimization techniques
- Experience with multi-platform programming is an asset
- Knowledge of refactoring techniques
- Strong 3D math
- Game industry experience or personal video game projects are a plus

What to send our way

- Your CV, highlighting your education, experience, and skills.

About Ubisoft

At Ubisoft Winnipeg, 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.

Ubisoft is committed to enriching players' lives with original & memorable entertainment experiences. We build worlds that are a playground for the imagination, offering moments of surprise, fun and adventure as well as opportunities for learning and self-discovery. At Ubisoft, you'll grow and collaborate with highly talented teams from around the world. Our massively friendly work environment will inspire you to go above and beyond to create worlds people will fall in love with. Whether as an elite spy, a master assassin, or a fearless explorer, we put the player at the heart of all our games.