

Technical Architect , 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 the guru of code, the wizard behind the curtain, the master of compiler optimization. Hell, you wrote the compiler. You are passionate about cache times, you dream about wave collapse functions and it burns deep inside knowing that you don’t have time to refactor your personal game engine to take full advantage of Variable Rate Shading. You suspect there may be a Fibonacci hiding in Google’s image of the day and you wrote an ANN to find it. Yup, you’re our Technical Architect.

What you’ll do

- Build the technological vision of the studio with the other studio leaders
- Lead the design of new technologies and tools
- Determine the feasibility of any necessary engine and tool enhancements
- Ensure the coherence, efficiency, scalability, modularity and compatibility of features developed by the team
- Act as a point of contact for all technical issues pertaining to the engine and tools
- Evaluate existing Ubisoft technology and tools--and those of external pipelines--to determine their strengths and weaknesses and recommend those that best meet our objectives
- Anticipate technological advances and implement software systems that support and exploit these opportunities

What you bring

- 5+ years of experience as a Technical Architect or Director, preferably in the game industry
- Hardcore passion for video game technology and pipeline development
- Understand the value of customer-service and a development approach on empowering content creators
- Superstar low-level C/C++ programming and debugging ability
- Brilliance in multi-threading, performance and optimization techniques
- Experience in multiple aspects of game technology development (audio, 3D, animation, gameplay, UI, network and tools)
- Awesomeness in 3D math

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.