

Generalist 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

The Code Ninja. You are the Swiss Army Knife of your programming team. You were excited to follow Katie Bouman, and you have a sticky note on your monitor that says “If you need it, I can build it” right next to the picture of Geordi La Forge. You follow the latest tech trends, dabbling in everything from Machine Learning to Lambdas to RUST. You love learning the latest technologies. You sponge up programming languages. You can stitch together APIs with such skill that it puts Grandma’s quilt to shame.

What you’ll do

- Throw yourself into every and any programming challenge with vigor and gusto
- Learn new technologies and figure out how to integrate them in our content workflows
- Build and enhance systems to support our technology and tools
- Propose new technologies to improve video game production pipelines
- Reverse engineer anything that isn’t engineered in the right direction
- Identify and correct defects, especially your own
- Program in a clear and structured way
- And, of course, document your work

What you bring

- Bachelor’s in computer science or computer engineering, or equivalent training or experience
- Minimum 3+ years’ software programming experience
- Proficiency in the C/C++ languages
- Rock solid optimization and debugging skills
- Experience in refactoring and object-oriented design
- Interest in most aspects of game technology development (audio, 3D, animation, gameplay, UI, network and tools)
- Knowledge of common video game engines is 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.