

Company Description

Who we are

Ubisoft Winnipeg is a studio with a unique mission: develop new technologies and tools 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 studios around the world to build even better, more immersive worlds across our major brands such as Far Cry, Assassin's Creed and Watch Dogs.

Who you are

You're excited to dive into gameplay, and put the player at the centre of everything you build. You love solving problems, continuously learning, and are always on the lookout for how to do things the most efficient ways. You believe in our [studio's core values](#) and want to be part of a collaborative team.

What you'll do

- Work with the rest of the development team to code any game system including Gameplay, AI, graphics, physics, networking, sound and framework, and keep it coherent with existing code
- Collaborate and communicate with teams in the studio and around the world
- Work in highly iterative processes and R&D
- Implement game functionality as per communicated design
- Offer technical solutions, innovate and improve the quality of implementation, performance, and usability of the editor, tools and tool chain

What you bring

At Ubisoft Winnipeg, we look for more than work experience, education or training alone. You have programming experience, but more importantly, a deep passion to build and create.

We want to hear from people with:

- 8+ years of experience as a programmer
- Experience with C# and C++
- Experience working with Unity and its latest tech

Any of the following would be useful:

- Preferably B.E Comp, BCS or MCS or equivalent
- Good logical and analytical skills
- Knowledge of object-oriented development
- Knowledge of 3D graphics library such as OpenGL/DirectX/Metal/Vulkan
- Knowledge of gameplay/game server programming
- Native plugin development for Unity
- Familiarity with Android Studio and Java/Kotlin
- Familiarity with Xcode and Swift/Objective-C
- Game or mobile game development experience

What to send our way

- Your CV, highlighting your education, experience, and skills, and anything else (GitHub, examples of projects) you think we might find helpful

A real live person will review your application, in this case [Carolina](#). While we're doing that, get to know our studio and our team a bit more:

<https://www.youtube.com/watch?v=V8YjGWL4djo>

About Ubisoft

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.

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.