



# UBISOFT

## Developer Assistant (W/M/NB) - Internship

- Bordeaux, France
- Intern
- Flexible Working Organization: Hybrid

### Company Description

#### About Ubisoft

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come. Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves. If you are excited about solving game-changing challenges, cutting edge technologies and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.

#### Ubisoft Bordeaux

Founded in September 2017, Ubisoft Bordeaux works with passion on the biggest AAAA's game in order to offer the best gaming experiences to our players. Today, the studio has more than 400 talents, from 15 different nationalities, who work on licenses such as Assassin's Creed, Beyond Good & Evil 2, plus other unannounced free-to-play games. We are also working on exciting technologies with the Anvil team, Online services teams and with La Forge who seek to validate the value of technological innovations.

#### La Forge

As Ubisoft's research and development group, La Forge brings together experts from the industry and academic sector to prototype technological innovations and improve the game-making process. With this focus on applied research, we aim to fill the gap between theory and practice, while contributing to solving real-world problems through scientific publications.

## Job Description

In its effort to integrate AI models in video games, **Ubisoft La Forge is looking for an intern to explore various offline RL models for learning bots in games.**

This internship would be **5 months from november 2023 (or before) to march 2024**, and would be focused on developing an integrating state-of-the-art techniques for different concrete use-cases in real games.

The intern will thus participate in extending the possibilities offer by AI at Ubisoft. It thus include both understanding state-of-the-art research in the field, but also being able to implement these approaches in python and C++ and perform evaluation campaigns using our internal prototypes and games.

## Qualifications

- Master 1, Master 2 or PhD student with a machine learning component
- Knowledge of classical deep learning frameworks (pytorch, jax), and of C++
- Interest in video games
- This internship is not a research internship but an engineering one.**

## Additional Information

This job opportunity is an **internship** from as soon as possible **until March 2024**.

### Process:

- Video Interview with a recruiter
- Interview(s) with our internal teams

If your application is not retained, you will receive a negative answer.

*At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences, we value diversity at our company and do not discriminate on the basis of race, ethnicity, religion, gender, sexual orientation, age or disability status. All personal informations will be treated as confidential according to the Employment Equity act.*

Check out [this guide](#) to help you with your application, and learn about our actions to encourage more diversity and inclusion.