



UBISOFT

R&D Scientist (La Forge)

Toronto, ON, Canada
Full-time
Flexible Working Organization: Hybrid

Company Description

Our Mission

Ubisoft's 21,000 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.

Our Studio

Ubisoft Toronto is one of the largest development studios within Ubisoft, employing talented developers from around the world. We create worlds and tell stories that grip you, inspire you and challenge you. Since opening in 2010, we have shipped innovative game projects on some of Ubisoft's biggest brands: Assassin's Creed, Far Cry, Watch Dogs, For Honor and Tom Clancy's Splinter Cell.

Most recently, we launched [Far Cry 6](#), the most ambitious Far Cry game to date, featuring the talented Giancarlo Esposito as Anton Castillo. Our studio has also led the development of the newest game in the Watch Dogs franchise – Watch Dogs: Legion (2020), a stand out for its tech and design work, [play as anyone](#) gameplay in an open world, and rich and detailed rendition of a future London. Starlink: Battle for Atlas (2018) was Ubisoft Toronto's first new IP, using technology that seamlessly blended physical and digital gameplay. Splinter Cell Blacklist was the first title released by Ubisoft Toronto in 2013. We have an exciting roadmap of projects for the future and can't wait to share more details.

Are you looking to work with enthusiastic experts who are tackling industry-changing challenges in entertainment and beyond? At Ubisoft Toronto, we are always striving to get better, be better and do better – embracing innovative ideas, exploring new technologies, and working together courageously and collaboratively.

Ubisoft Toronto Inc.
224 Wallace Avenue. M6H 1V7
Toronto, Ontario
www.toronto.ubisoft.com

Location of position: Toronto, Ontario

Job Description

On being an R&D Scientist at Ubisoft Toronto

As an R&D Scientist on UbiTO's La Forge team, you'll define what we research within your own area of expertise, narrowing our focus on topics that advance public knowledge and contribute to making quality games (and finding better ways to do so).

You'll experiment through prototyping to bring about new innovations across the company – like enabling richer behaviour, more realistic characters, or deeper systemic environments, to name a few.

Curious to see some of the things the la Forge team has worked on? Here are some great links to their presentations on [motion matching](#), controlled [face texture generation](#) for video games characters, and [deep reinforcement learning for navigation](#) in AAA video games.

Type of Position: Permanent, full-time.

The daily life of an R&D Scientist at Ubisoft Toronto

- Define and develop our research topics within your area of expertise + help create internal training.
- Collaborate with other La Forge team members to develop proof-of-concept prototypes.
- Communicate progress within and outside Ubisoft by publishing papers, presenting at conferences, etc.
- Oversee and guide graduate students.
- Participate in recruitment to assess candidates for internships and full-time positions.
- Stay up to date on the latest academic advances & industry trends within your area of specialization.

Qualifications

What You'll Bring

- A PhD in Computer Science or a related technical field
- A background in applied or basic research (in industry or academia) + the ability to lead research through standard experimental methodologies
- Hands-on experience in cutting-edge techniques like deep learning or algorithmic foundations of optimization
- Proficiency in C, C++, or Python
- A highly collaborative spirit + excellent communication, interpersonal, and presentation skills
- Curiosity, critical thinking, and resourcefulness (you'll have access to data, game engines, and world-class experts)
- Contributions to public research (e.g. published papers in relevant venues like NeurIPS, ICML, ACL, SIGGRAPH, or GDC)
- Motivation to find solutions to real world problems related to the video game industry

Additional Information

What You'll Get

We Offer:

- **A hybrid, flexible work model**
- **Six weeks of vacation**
- **An enhanced parental leave program**
- **Comprehensive Total Rewards Package:**
 - Disability Insurance
 - Dental Insurance
 - Extended medical insurance
 - (Optional) RRSP contribution
 - Relocation Assistance
 - Bonus (If Applicable)

Life at Ubisoft

At Ubisoft Toronto, we look for people who are excited to create the future of games in one of the most diverse cities in the world. We believe that embracing our individuality helps us build stronger creative teams and develop better games for all players.

When you're a member of our team, your professional development is a priority. You'll have opportunities to be challenged, learn and grow in your role. Pushing the boundaries of what's possible within game development while working with Ubisoft's most powerful technologies – from game engines to performance capture and more. Annual performance reviews and salary increases will help you further your career and grow with our studio. We also offer hybrid remote work options, six weeks of vacation for all employees, an enhanced parental leave program, a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development.

We celebrate the big and small moments together – with virtual events, get togethers, giveaways and more. In addition to our "right to disconnect" philosophy, the studio offers a variety of health and wellness initiatives including yoga, an on-site gym, flexible work hours, and other programs to create a better, sustainable work environment for our teams.

We encourage you to [read our Code of Conduct](#) prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best to possible to work and grow. Knowing and respecting our Code of Conduct's principles and guidelines is key to achieving that goal.

Join Us!

At Ubisoft Toronto, we believe diversity is our studio's biggest strength. We're committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values – trust, integrity, excellence and care.

We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+.

If this sounds like your kind of studio, what are you waiting for?

Ubisoft Toronto is committed to providing accommodations for accessibility upon request.

We thank you for your interest, however, only those candidates selected for an interview will be contacted. **No agencies please.**



I'm interested

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