UBISOFT
REFLECTIONS

Senior Build Engineer

Reports To

Lead Engineer

Responsibilities

- Assist in the design and maintenance of build system and deployment technologies using tools such as TeamCity, Jenkins and other custom in-house solutions.

- Develop and optimise continuous integration and deployment pipelines for multiple game platforms, with mobile experience being particularly advantageous.

- Have a deep understanding of version control integration (using Perforce and Git) with build pipelines including the understanding of trigger scripts and branching strategies.

- Participate in the definition of coding practices and ensure coding standards are followed with regular code reviews.

- Contribute to and on occasion lead cross-studio collaboration communications in conjunction with the Lead Engineer

- Establish and maintain contact with their counterparts within the studio and group, share knowledge and best practices, and put those learnings to use on their projects

- Collaborate with other game developers, Production, QA and Build Release Management to ensure that builds are stable, performant and delivered to schedule

- Maintain and improve build infrastructure, including build farms both on-site and cloud managed, artifact storage and deployment environments.

- Documenting build processes and provide training and support to more junior Build Engineers as well as the wider studio team.

- Source Control Management front-line administration such as branch creation and end-user maintenance.

Skills and Knowledge

- Excellent knowledge of CI/CD pipelines (TeamCity, Jenkins, GitLab CI)

- Deep understanding of version control systems, specifically Perforce and Git

- Proficiency of scripting languages (Python, Bash, PowerShell and Batch scripting)

- Familiarity with key interactions between game engines and build system integrations

- Working knowledge of game engines, specifically Unreal with Unreal 4 and 5 experience being advantageous

- Knowledge of platform-specific build requirements (e.g. Xbox, PlayStation, Google, or Apple) experience is advantageous

- Familiarity with artificial management tools such as Artifactory or Nexus

- Experience with telemetry and monitoring tools (Grafana, Prometheus)

- Excellent communication and interpersonal skills;

- Ability to mentor and motivate others;

Relevant Experience

- Bachelor's degree in computer science or computer engineering or equivalent experience
- Significant experience supporting large-scale game development projects or complex software systems
- Experience of working in cross-discipline teams including engine, QA and production
- Experience working with at least one modern console platform is an advantage