Machine Learning Intern

The Incumbent will be responsible for designing, implementing and evaluating innovating machine learning algorithms, in order to build prototypes for novel applications in video games. The intern will work with our research and development team, La Forge.

Ubisoft La Forge is a prototyping space where ideas on technology, originating from a collaboration between university research and production teams, are brought to life. For more information on la Forge, please visite our web site: https://montreal.ubisoft.com/en/our-engagements/research-and-development/

What you'll do

- Design and implement algorithms to solve various tasks in supervised, unsupervised, semi-supervised, generative and reinforcement learning scenarios
- Keep track of advances in relevant research communities, in terms of algorithms, software libraries and hardware;
- Setup experiments to evaluate such algorithms, compare them and refine them;
- Report on the results to the stakeholders, through written analyses and oral presentations;
- Profile and optimize new or existing machine learning implementations;
- Identify new opportunities of applying machine learning techniques to video games;
- Program in a structured manner, respecting performance, maintenance, compatibility and portability requirements;
- Provide technical support for features and systems designed for the project;
- Document the work for knowledge transfer purposes and allow users (from other fields) to understand how to use the new system and functionality;

What you bring

- On going university Degree (Master or PhD) in Machine Learning, Statistics or equivalent
- One to three years of experience in applied machine learning research
Skills & Knowledge

- Strong knowledge of classical machine learning algorithms (linear models, SVMs, decision trees, graphical models, clustering, auto-encoders, deep learning, reinforcement learning, …) and ability to implement them to solve practical problems
- Solid basis in mathematics
- Good analytical and summarizing skills
- Fluent in Python
- Good knowledge of classical machine learning libraries (ex: Tensorflow / Pytorch / Scikit-learn)
- Knowledge of C/C++ would be an asset
- Autonomous and resourceful
- Flexible in the context of work
- Very good interpersonal communication
- Ability to work as part of a team
- Ability to adapt to change
- Results-oriented

Please send your resume and project to Laurence Leboeuf, Laurence.leboeuf@ubisoft.com

About us

At Ubisoft Montreal, a preeminent developer of video games located in Montreal’s dynamic Mile-End neighbourhood since 1997, we offer a work environment unique in the industry for allowing you to build and cultivate games that are part of critically acclaimed, iconic AAA franchises of international repute.

When you join Ubi Montreal, you enter a community of passionate, extraordinary developers connected by their need to innovate, to be creative and to work with the latest technology. You’ll discover a world where employees enjoy constant career advancement, a supportive learning environment, and competitive compensation packages.

More than anything, at Ubi Montreal, you will regularly ship a variety of big, quality titles – Assassin’s Creed, Far Cry, Rainbow Six, Watch_Dogs, For Honor and... well we can’t disclose all our secrets just yet... – and work with some of the most talented people in the industry