UX Designer [Far Cry Project]

Toronto - Full-time - 743999920711593

Apply Now:

What you’ll do as a UX Designer:

• DESIGN
  ○ Own the design and communication of features & functionalities, documenting their flows and interactions across teams;
  ○ Support the online experience of the game (toxicity management, shop, etc.) in collaboration with game design;
  ○ Design user interfaces and write the associated documentation in collaboration with the UI team including logic, layout, mock-ups, and menu flows;
  ○ Lead iterative prototyping processes in order to validate design intentions and test interactions;
  ○ Map player journeys in collaboration with Game Designers;
  ○ According to game design guidelines and onboarding strategy, design onboarding solutions for game mechanics;
  ○ Support development teams (UI, Sound, VFX, accessibility, etc.) in the design of signs & feedback.

• ANALYSIS & RESEARCH
  ○ Efficiently use player data analytics, user research resources and persona throughout the entire development process of the game;
  ○ Be aware of current trends, best practices, accessibility guidelines.

• UX ADVOCACY
  ○ Advocate for improvements in the game or features to maximize player comfort, engagement and retention;
  ○ Promote user-centricity in the development of the features you work on by providing development teams with best practices and solutions;
  ○ Produce UX documentation to support UX evangelization and align development teams.

We know that skills and competencies show up in different forms and can be based on different experiences. If you are excited about the role, we strongly encourage you to apply even though you may not have all the qualifications listed below.

• You have a holistic mindset for the whole product;
• You take an analytical approach to evidence based design;
• You can navigate complex situations and tasks with a problem-solving approach;
• You show excellent visual, verbal and written communication skills;
• Manage diverse various priorities and interests;
• Rapid prototyping ability (Figma);
• You possess visual design skills as needed to communicate an idea clearly;
• You are familiar with cognitive and social psychology, motivational theories;
• You understand the game development process;
• You have strong knowledge of information architecture, ergonomic and accessibility principles.
• 3+ years of practical UX/UI design experience (experience in video games is an asset);
  ○ You developed digital products such as video games (HD or mobile), apps, web;
• You studied Design in a diploma or undergraduate degree program
  ○ ie. UX, Industrial, Graphic, Interaction or Game Design
  ○ For instance this could be around human computer interactions, cognitive psychology or social sciences;

We Offer:

• A hybrid, flexible work model
• Five weeks of vacation + one week office closure around the December holidays
• An enhanced parental leave program
• Comprehensive Total Rewards Package:
  ○ Disability Insurance
  ○ Dental Insurance
  ○ Extended medical insurance
  ○ (Optional) RRSP contribution
  ○ Relocation Assistance (If Applicable)
  ○ Bonus (If Applicable)

You can learn more about Life at Ubisoft here: https://toronto.ubisoft.com/life-at-ubisoft/

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

Please 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 possible place to work and grow. Knowing and respecting our Code of Conduct’s principles and guidelines is key to achieving that goal.

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

Ubisoft’s 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.

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Location of position: Toronto, Ontario