Team Lead Level Designer [Far Cry Project]

Toronto - Full-time - 743999920961803

Apply Now:  

What you’ll do as a Team Lead Level Designer:

- Review and give feedback on level design to ensure that it conforms with the design vision and the core mechanics of the game;
- Communicate the project objectives, strategies, and general information to all team members to give visibility to the advancement of the development of the game and the other crafts;
- Oversee the day-to-day work of the Level Design team, maintaining a quality bar in the mission gameplay experience;
- Assess the workload vs. production capacity, plan the work, and set priorities for the level design team
- Work closely with the Level Design team to facilitate and promote different core and class mechanics;
- Actively participate in the decision-making process with management and oversee the necessary adjustments to ensure that the level design team meets expectations;
- Be able to take charge of Level design as a discipline while promoting and building a strong cooperation with other disciplines;
- Carry out performance follow ups and assessments;
- Participate in the selection of team members;
- Create a work environment that is motivating for team members, and which fosters development and creation;
- Support career advancement and suggest development and interpersonal skills training and techniques sessions to team members;
- Carry out all other related tasks;

What to send our way:

- Your CV, highlighting your education, experience, and skills;
- A variety of samples of your best work (attach files or send us a link to your personal website or online portfolio). The samples should demonstrate your ability to construct a branching, non-linear story, branching or interactive story. Additionally, a demonstration of how you create narrative mechanics is a plus.

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.

- Ability to coach and deliver constructive feedback to ensure team members are delivering
required quality and growing their skill.
- Absolute passion for making games;
- Excellent ability to organize and structure their own work and that of the team (follow ups, control, schedule);
- Communication skills (inter-team, etc.);
- Management and planning skills;
- Ability to adapt to situations;
- Strong analytical skills;
- Ability to work as part of a team.
- 5+ years of experience in senior Level Design or Leading Level Design teams on AAA titles;
- College diploma in Game Design. Certification in project management or equivalent (an asset).
- Experience leading a team with ability to communicate, organize, structure, and track own work and that of the team;

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