Level Designer [Splinter Cell]

Toronto - Full-time - 74399921712173

Apply Now:

What you’ll do as a Level Designer:

- Understanding the creative direction of the game and how your level fits into the overall experience;
- Knowing the story and ensuring the script in your level helps build towards a coherent narrative by working with the narrative team;
- Planning, building and iterating on the gameplay spaces in your level with a focus on enemy positions and patrols while also investigating interesting and unique ways the environment can be used to enhance gameplay;
- Communicating frequently with other teams to understand their roles and ensuring their work is represented within your level;
- Integrating new elements into the level as they become available throughout production (gameplay, AI, sound, etc.);
- Working with other teams to validate your work and have them assess the technical, playable and graphic elements;
- Addressing bugs found in your the level by QC as well as actioning tasks generated from Lead and Director feedback;
- Documenting and presenting your work, including level design documents, prototyping and playtest results, to various teams and directors

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.

- Minimum 5 years of experience in video game level design, production, or other relevant experience;
- Experience using game editors (e.g. Unity or Unreal) and their related scripting tools
- Thorough grasp of the principles of good level design (pacing, risk and reward, difficulty, etc.);
- You have shipped at least one AAA game, and been involved in all phases of development;
- You are adaptable and open to whatever realities playtests may uncover about your work;
- You are creative and thirsty for innovation;
- Ability to organize and prioritize your own work;
- Coaching skills and presentation skills;
- Good communication and interpersonal skills;
- Experience with coding, advanced scripting, and modeling is an asset.

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.

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

Location of position: Toronto, Ontario