Game Designer (Senior)

Quebec City - Full-time - 74399923674973


The Game Designer is responsible for developing game systems, controls and interfaces (as well as the other interactive elements) in order to bring the vision of the Creative Director into the desired player experience.

What you’ll do

- Create game systems that answer the needs of the Creative Director with regard to the targeted experience for the player, while observing the production directives of the game;
- Standardize, document and communicate the game systems to the team. Regularly update documentation to offer a useful work reference for the whole team;
- Participate actively to the production of prototypes in order to adjust and validate systems prior to starting production. Assess the success of prototypes by measuring how objectives are met, using relevant quantitative and qualitative measurement techniques;
- By following the direction set by the Game Design Director, work on any and all aspects of Game Design by using the proper methods to provide accurate and meaningful designs;
- Participate to the development of tools required to implement and adjust game systems by collaborating with programming to determine the Game Design needs of such systems;
- Carry out all other related tasks.

What you bring

- Attestation of collegial studies (AEC) in video game design and production or any other equivalent educational background;
- Experience with design methods in video game production or any field where design is needed, or any other relevant experience;
- Client focus;
- Creativity;
- Ability to manage diversity;
- Listening skills;
- Solid communication skills (written and spoken).

What to send our way

- Your CV, highlighting your education, experience, skills, and any games shipped.

Working at Ubisoft means
A hybrid and flexible work mode, 6 weeks of vacation in your first year, an enriched parental leave, a Ubi gym directly in our offices, a complete group insurance program, access to complete Dialogue telemedicine services, an RRSP with a contribution from Ubisoft, an advantageous bonus program, concrete measures to ensure the right to disconnect, the option of working part-time and much more. Click here for all the details.

Joining a team of 21,000 Ubisoft employees working across more than 40 locations around the world, are bound by a common mission to enrich players’ lives with original and memorable gaming experiences. Their dedication 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;

Working for an equal opportunity employer, where diversity is a priority. We do not discriminate on the basis of race, ethnic origin, religion, gender, sexual orientation, age or health status.

Working as a team to enrich players’ lives through unique and memorable gaming experiences and by improving the positive impacts of our games. To get there, we are creating a safer, more inclusive work environment, we are giving back to the communities where Ubisoft operates by working with local non-profit partners and by working to reduce the environmental impact of our business.