



Technical Designer [Far Cry Project]

Toronto - Full-time - 744000003703320

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As a Technical Designer, you'll create and implement complex, technical, and systemic design elements in a game.

You're essentially a game or level designer recognized for your technical skills on a design or multidisciplinary production team.

A technical reference within your team, you'll help, support, and advise your peers as needed. You may also be called upon to become the project's technical expert on a specific element of the game.

What you'll do

- Create and implement the **technical elements** of a game feature with technical directors, programmers, and colleagues from other job families.
- Act as a **technical expert** on a specific topic + oversee tools and documentation, provide technical assistance and define and promote best practices.
- Participate in data **optimization and validation**, taking budget into account and ensuring that technical standards are respected.
- Participate in the **advanced debugging** of data throughout production.
- Provide **regular feedback** to design directors (e.g. suggestions for improving tools and methods, etc.).
- Help **test new features and tools** before their launch.
- Perform **production tasks** within the game and level design team + prototype gameplay features.
- **Design and implement** more complex, abstract, technically challenging, or game-wide design elements in the game.

- A college diploma in Game Design or equivalent (undergraduate degree an asset)
- At least 7 years of experience in video game level design or related experience (having worked on a AAA game, an asset)
- The ability to understand and communicate in technical language & clearly express your ideas (both on paper and in person)
- Flexibility + solid analysis and problem-solving skills
- A user-oriented spirit
- Curiosity: you have a passion for understanding how things work
- Experience with various game engines and platforms (nice to have)

- Experience with a range of 2D/3D design software programs (nice to have)
- Experience in programming/scripting (nice to have)

What to send our way

- Your CV highlighting your background and skills

Why Ubisoft Toronto?

Scored by The Economist as the Best City to Live, our studio is located in the trendy Junction Triangle located in West Toronto, close to TTC, the hottest bars and restaurants, and excellent coffee shops. We celebrate successes as a team at our monthly UbiBash events, and invite our families to events throughout the year including our annual Kids Holiday Party and Summer BBQ. We give back to help make our community better through our team volunteer days and fundraising activities. We hold regular game jams to fuel our team's creativity. Ubisoft Toronto conducts annual performance reviews to help our team develop their careers and grow with our studio, and provides the opportunity for salary increases annually as part of the performance review process. Ubisoft Toronto also offers a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development, flexible days, on-site Yoga and Bootcamp classes, fresh fruit, Life Drawing classes, as well as spontaneous team surprises such as Pi Day, Star Wars Day, and Halloween.

Join Us!

We hunt for talent from across the industry - seasoned experts that know what it takes to ship world-class games and the next generation of game developer all-stars. We value team chemistry and a desire to grow our studio together. If this sounds like your kind of studio, what are you waiting for? Apply to join us now!

Ubisoft Toronto is an equal opportunity employer and welcomes applications from all interested parties. The studio welcomes and encourages applications from people with disabilities. We are committed to providing reasonable accommodation upon request for candidates taking part in the recruitment process. We thank you for your interest, however, only those candidates selected for an interview will be contacted. No agencies please.

n will be kept confidential according to EEO guidelines.