Game Designer - NFL Primetime Fantasy

Saguenay - Full-time - 744000007893615

Apply Now:

Ubisoft Saguenay is a multidisciplinary team building video games since 2018. We're looking for passionate creators who want to design outstanding games and deliver memorable experiences to our players.

When you join Ubisoft Saguenay, you play a key role in creating world-class video games.

At the studio, you'll discover an innovative, dynamic and creative world: a unique environment that offers constant career advancement, a welcoming learning environment and competitive compensation packages.

You'll work on prestigious titles in partnership with our Canadian Ubisoft studios.

Create the unknown. Join the adventure!

NFL Primetime Fantasy is a game that allows you to make real-time decisions during live NFL games to gain an edge over other players.

What you'll do

- Create game systems that answer the needs of the Creative Director about 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 the documentation to offer a useful work reference for the whole team.
- Participate actively to the production of prototypes to adjust and validate systems before 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 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

- A college diploma in Game Design or equivalent (undergraduate degree an asset)
- At least 3 years of experience in video game design or related experience (having worked on a AAA game, an asset)

- You are an NFL football connoisseur and enthusiast.
- Experience using professional game-editing software (Unity3D, Unreal, CryEngine, etc.) and their related scripting tools
- You have shipped at least one AAA game, and been involved in all phases of development
- An undergraduate degree in Computer Science or Software Engineering is an asset
- You are adaptable and open to whatever realities playtests may uncover about your work
- You are creative and thirsty for innovation