Game Designer - NFL Primetime Fantasy

Montreal - Full-time - 744000011928338

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As a Game Designer at Ubi MTL, you will be the creative energy behind a specific set of game systems and mechanics. You provide players with tools to build unique gameplay experiences and opportunities to make meaningful choices.

You go through an iterative, hands-on process of adjusting and balancing your design as you bring it from concept to playability. Throughout production, you shift your focus from the big picture to the micro details; tackling hurdles in development and stepping back to assess how all the pieces connect and affect each other. You tweak and tune until it finally happens: a smooth and engaging player experience emerges.

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