



Level Design Director (Splinter Cell)

Toronto - Full-time - 744000051783415

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As a Level Design Director on Splinter Cell at Ubisoft Toronto, you will cultivate a vision for the game's unique stealth centric missions, breaking down the high-level direction of the game into compelling, tense and well realized gameplay experiences.

At the heart of a great Stealth mission lies a passion for crafting gameplay encounters that both challenge and surprise the player, within environments that fulfil the fantasy of being the ultimate covert field agent - Sam Fisher.

You are expected to be an empathetic mentor, breaking down your vision into actionable rules and provide regular feedback that enables your team to author bespoke, rich and layered stealth gameplay challenges.

What you'll do

- Shape, communicate and maintain the level design vision for the game
- Collaborate with the other core team members to ensure that the level design vision works seamlessly with the other aspects of the game to create a cohesive, unified whole
- Craft and demonstrate examples of interesting and fun gameplay setups that feel uniquely Splinter Cell
- Understand and apply a deep knowledge for building amazing levels, including the application of narrative, lighting, pacing, scripting and puzzle design within them
- Help level designers work effectively and consistently within the constraints and opportunities provided by game metrics
- Act as the first sounding board for design proposals from the level designers and the rest of their colleagues on the greater mission team
- Understand the principles of rational level design, to ensure a captivating mastery ramp through the game
- Balance requirements from other disciplines (art, narrative, animation, audio, etc.) to ensure that the highest standard is reached not just in level design, but in every aspect of the game
- Provide mentorship and constructive feedback to your level design team to achieve quality, but also to help them grow in their careers and develop their skillsets
- Find solutions to the inevitable challenges we encounter along the way, always keeping in mind the overall vision of the game, and that strong level design bones is the foundation on which the series was built

What you bring

- A college diploma in Game Design or equivalent (undergraduate degree an asset)
- At least 8 years of experience in the video game industry or other relevant experience and 3 years of leadership experience
- Exceptional communication, interpersonal, and presentation skills
- A solid understanding of level design and all stages of video game development
- Excellent time management, problem-solving, and organizational skills
- An innovative, creative, and collaborative spirit
- Ability to accept feedback and adapt to it – you have the flexibility to reevaluate and adjust your level design direction when and as often as needed!
- Knowledge and passion for the Splinter Cell franchise

What to send our way

- Your CV highlighting your education, experience, skills, and details on games shipped

About us

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission: 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.

When you join Ubi Toronto, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences