



Senior Producer

Toronto - Full-time - 744000067035755

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As a Senior Producer, you will have a significant impact on the success of our games. Your objective is to manage and oversee the project team and deliver world-class games while achieving quality, schedule, and business targets.

We are looking for a highly organized and systematic leader with excellent communication, and people management skills.

As a leader and manager, you know how to bring out the strengths of your team and develop an environment where your team thrives. You mentor and coach team members, and you help assign tasks and priorities. You empower your team with access to the right tools and resources to be productive and successful.

You have an intricate and detailed understanding of the game development process combined with deep knowledge about game business models with a player-centric approach. You always approach a challenge with an ROI-driven mindset, and you leverage data and your own experience to make smart, strategic decisions. You know how to lead both mature and early-stage projects, and you have a strong understanding of the Ubisoft development process.

You are resilient and adapt well to fast-paced, quickly changing situations. You are a master at resolving conflicting priorities. You thrive in the unknown, and you see challenges as learning opportunities. You believe passionately that diverse teams are more creative and innovative teams, and you are committed to lead what's next in games.

The daily life of a Senior Producer at Ubisoft Toronto:

Production Management

- Define, present and follow up on the development strategy for the game;
- Define the scope and deliverables of the project;
- Manage the budgets for the project;
- Build an inter-project network and optimally organize the work plan;
- Manage risks and approve contingency plans;
- Follow up on projects and communicate status to executives;
- Meet with external collaborators.

Market

- Work with the Brand/Product Director to define the game's market positioning;
- Ensure alignment on all deliverables to ensure successful marketing plans to support the game throughout production and into launch.

Content

- Create an environment that fosters and encourages team members to bring the best ideas forward for the project;
- Ensure that the creative direction meets the quality standards for the game and target market;
- In collaboration with technical teams, make technology choices that support the game vision and development (tools and engine);
- Ensure that teams optimize technology and best practice sharing;
- Ensure that the game meets quality standards.

Team Management

- Establish the team structure and support the project team;
 - Help define talent needs for the project and recruit the best candidates;
 - In collaboration with the leads and managers on the project, ensure that the team is engaged and working efficiently;
 - Foster and take an active role in the career development of team members.
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- Minimum 12 years of project management experience in a game development environment;
 - Have shipped a minimum of one AAA game title in a Lead Producer role;
 - Must have demonstrated the ability to deliver large, complex projects (quality standards, budget constraints and effective team output);
 - An inclusive, influential, and inspiring leadership style that allows you to rally people around a vision and engage distributed teams of varying sizes;
 - Experience advocating for the project with different stakeholders, including business, publishing, first-party and media;
 - The capacity to cast a clear long-term vision and put in place the key milestones to make it a reality.

What to send our way:

- Your CV, highlighting your background, skills, and any games shipped

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

Please note we embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Note, that some roles are fully office-based and are not eligible for hybrid work. Also, if you reside outside Ontario or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

You can learn more about Life at Ubisoft here: <https://toronto.ubisoft.com/life-at-ubisoft/>