



# Community Developer

**Montreal - Full-time - 744000067332695**

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The Community Developer will be responsible for establishing and growing our communities around Ubisoft's games with a proficiency in player communications, game improvements and feedback cycles, and deployment and maintenance of best practices. They will lead the global community strategy on specific brand(s), create and execute global plans, and work with a distributed international team that is focused on building relationships and earning trust with players around the world, contributing to our global business growth opportunities. This role also requires a confident public speaker who can serve as a face for the community—someone with strong on-camera presence, capable of hosting developer interviews, livestreams, and delivering key updates with clarity and authenticity. This position will additionally provide guidance to cross-functional team members, facilitating collaborative planning and executing commitments at high quality standards. As a member of the global community team, this position will be integrated with lead development studios. This position will be part of multiple cross-functional projects, working with Community Managers, Marketing, Production, and Video Editor teams, among others.

## **WHAT YOU'LL DO:**

- Develop and execute community strategic plans through a variety of content tactics, which support Production objectives and augment the overall marketing strategy.
- Coordinate communication, activities, and initiatives with multiple global departments for consistent and cohesive messaging.
- Leverage Community Managers, transversal teams, and relevant partner resources to create meaningful content for our players (example: blogs, podcasts, interviews, infographics, & more).
- Act as one of the spokespersons for the assigned brand(s). Coordinate community-centric events including, but not limited to: studio visits from fans, developer dialogues, and tournaments.
- Collaborate with portfolio's Social Media Manager to define and report on content KPI's to demonstrate success and ROI of community programs and content.
- Support internal & external milestones, such as betas and launches, to ensure KPIs are met and to advocate for the player experience.
- Act as a primary representative for players' needs within Production and Publishing teams to positively influence development and communications positioning, on behalf of our players and



business objectives.

- Shape player feedback cycles and provide insights to Production and Publishing teams to influence game experiences, stimulate player retention, and assist in positioning messaging and marketing beats.
- Plan and facilitate player feedback programs and in-depth balance workshops that inform core gameplay updates and meta shifts.
- Collaborate and coordinate with live teams for post-launch communication. Set expectations on applicable situations such as patch content, status, and delivery.
- Represent the brand publicly through livestream appearances, developer Q&As, and video communications—ensuring messaging is professional, aligned with cross-functional teams function, and community-centric.
- Manage and produce internal reports on community feedback, activity, & expectations.
- International travel may be required.

## **WHAT YOU'LL BRING:**

- Intermediate experience managing online communities and developing strategic plans or programs with demonstrable success in a professional setting.
- Extensive experience in the gaming industry, with multiple gaming platforms (required).
- Extensive knowledge of social media platforms (Instagram, Twitter/X, Facebook, TikTok, Discord, etc.) is required.
- Experience working in a demanding Production environment, with multiple deadlines, metrics for success, and stakeholders.
- Proven ability to represent a brand in both live and recorded formats for internal stakeholders and external audiences, including and not limited to: livestreams, interviews, and developer communications, ensuring all messaging is clear, engaging, and on-brand.
- Strong understanding of building and maintaining the growth of video game communities as well as developing and executing strategic player engagement plans.
- Proven track record of working with various stakeholders to filter and implement player feedback.
- Launching a AAA title is a strong plus.
- Experience in social media marketing is a strong plus.
- Experience with digital asset creation (video, photo, podcasts, etc.) a strong plus.
- Knowledge of multiple genres a plus.

Ubisoft's 19,000 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 MTL, 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.