



# Economy & System Designer

**Montreal - Full-time - 744000083497006**

**Apply Now:**

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As Economy & System Designer, you will be the key point of contact for economic design and monetization strategy, driving the optimization of in-game progression, retention, and microtransaction systems.

You will audit and improve business models, providing critical analysis and recommendations to enhance ARPU and retention metrics across the HD games portfolio. You'll lead balancing tests, support cross-team collaboration, and leverage emerging technologies like AI to refine the economy.

As a leader in the Economy Designer community, you'll foster expertise, mentor junior designers, and advocate for process improvements and industry best practices

**What you'll do**

- Help HD production teams design and improve their monetization strategy and business model by being the main point of contact for economic design, progression issues and retention questions in the team
- Audit the business models and progression and retention systems of the HD games portfolio and make recommendations to increase all ARM metrics
- Ensure follow-up of balancing tests of our economies such as play tests and quality control by providing ad hoc support in collaboration with other support teams as well as being a key stakeholder for the stagegate process on GAAS titles
- Audit economic management tools and operational monitoring processes related to progression and economy issues, and leverage emerging technologies (ex. AI) and methodologies to help teams optimize their MTX and retention
- Lead and be the voice for the Economy Designer community while advocating for them and helping define process/hiring improvements
- Ensure competitive intelligence and perform benchmark analyses in order to disseminate external trends and best practices in the field within the company;
- New Foster the economic design expertise within LRS and the monetization community through leadership, guidance, and education on key topics as well as mentoring juniors to assist them in making economic and retention decisions

**What you bring**

- A degree in Economics, Game Design, Business, or a related field, or equivalent experience.
- A Proven experience in economy design, monetization strategies, or systems design within the

gaming industry and a strong background in free-to-play (F2P) games, live service (GAAS) models, or similar environments.

- Experience in leading or mentoring teams, with a focus on economic design (economic balancing, progression systems, and microtransactions) and player retention.
- A familiarity with A/B testing, data analysis, and performance metrics related to monetization and retention.
- Expertise in economic modeling, game economies, and player progression systems.
- A strong analytical skills, including proficiency with tools for data analysis (e.g., Excel, SQL, or similar).
- Experience working with emerging technologies (e.g., AI) and understanding their application in game economies.
- The ability to interpret market trends, conduct competitive intelligence, and apply insights to improve monetization.
- An excellent communication and leadership skills to advocate for the economy design community and foster collaboration.
- A strong understanding of player behavior and retention strategies, with a focus on maximizing player lifetime value (LTV)

### **What to send our way**

- Your resume highlighting your education, experience, skills, and any games shipped;
- Please feel free to send us samples of your work (attach files or send us a link to your demo reel or online portfolio).

### **About us**

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!

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