



Game Intelligence Analyst

Montreal - Full-time - 744000088175135

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- Collaborate closely with production team members to understand their game-related needs, formulating them as research questions to be answered with data;
 - Work with other teams with expertise in research and data; Design, analyze, explore, and combine data sources to extract observations, trends, and predictions;
 - Conduct in-depth studies to uncover new valuable information that supports strategy and guides decision-making; Translate your findings into visualizations and stories;
 - Present results and recommendations and discuss action plans for implementation;
 - Use project management concepts to coordinate production efforts and resources for tracking integration;
 - Contribute to the development and improvement of data tools in partnership with other service teams;
 - Participate in the creation of new processes and the optimization of existing ones.
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- Experience with data visualization tools such as PowerBI or Tableau; Proficiency in SQL and Python programming;
 - Ability to communicate effectively with cross-functional departments and to break down complex information for different audiences;
 - Ability to analyze data, manipulate/extract information, and propose actionable measures and improvements;
 - Knowledge of research processes and methods; Knowledge of the video game industry.
 - Nice to have Knowledge of pyspark and Databricks; Understanding of player safety issues and systems (moderation, reputation, positive play).