



Game Designer (Gameplay - Rainbow Six Mobile)

Montreal - Full-time - 744000094260445

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000094260445-game-designer-gameplay-rainbow-six-mobile-?oga=true>

As a Game Designer, you will be responsible for the design and development of gameplay features, including Operators, 3Cs (Character, Camera, Controls), and game balance. Your goal will be to maintain a dynamic, fresh, and fair gameplay experience, especially for high-level players. This role requires a strong understanding of game mechanics and player behavior, analytical and critical thinking skills, and the ability to collaborate effectively within multidisciplinary teams.

What you'll do

- Collaborate with teams: Work closely with art, technical, and design teams to bring Operators and gameplay features to life.
- Plan and adapt content: Break down existing Operators and new gameplay features into actionable tasks within the scope of Rainbow Six Siege, ensuring clear and efficient execution.
- Analyze and balance the game: Partner with the Analytics and Community teams to assess game balance and player feedback, recommending adjustments to weapons, Operators, and systems.
- Improve existing systems: Iterate on current mechanics to maintain an intuitive, modern, and mobile-optimized experience.
- Document and communicate concepts: Write and update detailed design documentation and specifications for each Operator and feature.
- Stay ahead of the industry: Monitor market trends and competitor games to ensure the gameplay remains innovative, engaging, and competitive.

What you bring

- At least 5 years of experience in game design, ideally with a focus on gameplay systems or 3C design. A strong understanding of game mechanics, balancing, and player psychology.
- Proficiency with game design tools (Unity preferred).
- The ability to creatively and innovatively adapt Siege's Operators and gameplay to a mobile experience.
- Excellent communication skills, both verbal and written.
- A collaborative mindset and the ability to thrive in a multidisciplinary team environment.

What to send our way

- Your CV highlighting your education, experience, and skills

- 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