



Principal Technical Designer

Montreal - Full-time - 744000094261687

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As a Principal Technical Designer, you'll create and implement complex, technical, and systemic design elements in a game.

You're essentially a game or level designer recognized for your technical skills on a design or multidisciplinary production team.

A technical reference within your team, you'll help, support, and advise your peers as needed. You may also be called upon to become the project's technical expert on a specific element of the game.

What you'll do

- Create and implement the **technical elements** of a game feature in with technical directors, programmers, and colleagues from other job families.
 - Act as a **technical expert** on a specific topic + oversee tools and documentation, provide technical assistance, and define and promote best practices.
 - Participate in data **optimization and validation**, taking budget into account and ensuring that technical standards are respected.
 - Participate in the **advanced debugging** of data throughout production.
 - Provide **regular feedback** to design directors (e.g. suggestions for improving tools and methods, etc.).
 - Help **test new features and tools** before their launch.
 - Perform **production tasks** within the game and level design team + prototype gameplay features.
 - **Design and implement** more complex, abstract, technically challenging, or game-wide design elements in the game.
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- 8 years of experience in game or level design (with a technical focus)
 - The ability to understand and communicate in technical language & clearly express your ideas (both on paper and in person)
 - Flexibility + solid analysis and problem-solving skills
 - A user-oriented spirit
 - Curiosity: you have a passion for understanding how things work
 - Experience with various game engines and platforms (nice to have)
 - Experience with a range of 2D/3D design software programs (nice to have)
 - Experience in programming/scripting (nice to have)

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).

Please note we are committed to promoting a flexible working policy, as we value in-person interaction and collaboration. Our hybrid work model includes a minimum of 3 days a week in our office and the remaining 2 days working from home.

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