Level Designer – Mission

Montreal - Full-time - 744000097336518

Apply Now:

As a Level Designer – Mission at Ubisoft Montreal, you will shape both the playable spaces and the missions that unfold within them. You will transform narrative intentions into interactive experiences, carefully balancing pacing, risk, reward, and challenge to create moments that are engaging and memorable.

Using a mix of creativity and technical skill, you will design the flow, rhythm, and tension of gameplay. You will manage mission components – from gameplay elements and AI behaviors to sound and narrative – ensuring they come together into a cohesive, high-quality experience. Collaborating closely with Level Artists, Writers, and Gameplay Programmers, you will iterate quickly, adapt to feedback, and present your work regularly to keep the team aligned and inspired.

What you'll do

- Design and build levels and missions that align with the project's artistic, creative, and gameplay vision.
- Prototype and test mission concepts to validate pacing, tension, and player engagement.
- Collaborate with Level Artists and Writers to integrate narrative and visual elements seamlessly.
- Work with Gameplay Programmers to integrate gameplay features and mechanics through visual scripting.
- Arrange mission components such as AI behaviors, encounters, events, and audio that support progression and atmosphere.
- Document mission and level designs, including prototypes and playtest results, and share with relevant teams.
- Plan and request gameplay, AI, sound, and other elements, ensuring smooth integration as they become available.
- Iteratively refine designs based on playtest feedback and team input.
- Present mission and level progress weekly to keep the project aligned and moving forward.

What you bring to the team

- Experience creating video game levels and missions in a collaborative production environment.
- Proficiency in visual scripting or similar tools to implement gameplay and mission logic.
- Understanding of AI systems and how they connect to mission flow.
- Knowledge of level design principles (flow, pacing, risk/reward, balancing difficulty).
- Skill with game engines (Unity, Unreal) plus 2D tools (Photoshop) and 3D software (3DS Max, Maya, ZBrush).
- Strong collaboration skills with artists, writers, and programmers.

- Creativity and initiative to suggest new ideas and improve gameplay experiences.
- Adaptability to change and comfort with rapid iteration.
- Clear communication skills, including presenting your designs to diverse teams.

What to send our way

- Your CV highlighting relevant skills and experiences.
- Links or files showcasing your work, including level and mission samples, prototypes, annotated maps, and in-engine gameplay demonstrations.

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.