

PX Strategist - Pixel

Montreal - Full-time - 744000101892066

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The Player Experience Strategist will be working conjointly with game productions and be a major actor in building the best, most innovative player experiences in the industry. This person will be the owner of the project's player experience while working with a team of experts in establishing and executing their strategy.

Responsibilities:

- **Build from the ground up and execute a player experience strategy** from the conception phase in to live game operations, based on production team priorities, design pillars and PX objectives
- **Drive the elaboration** of high-impact, multi-data (game telemetry, survey, observation, etc.) **player experience insights** and **maximize the use & reach** of these findings
- **Become a trusted ally in decision-making processes** with production core team members & other important stakeholders
- **Collaborate with other expertise teams** such as Market Knowledge, Community Development and other expertise in building influential advanced insights

- **Passionate about games** and **understanding players' behaviours**, wants and needs
- A **solid experience** and relevant achievements **in conducting mixed method research studies** and **generating insights** by triangulating multiple data sources
- Have a **solid knowledge of game** development & game design
- Be able to **be the player's advocate** as well as deal with multiple and diverse stakeholders with various priorities, perceptions and interests
- **Focused on delivering results** that yield **actionable findings** that meet and surpass industry standards in terms of industrial approach
- A **collaborative team player** who easily understands the benefits of working with other experts and playing on each other's strengths to optimize efficiency and quality
- **Highly organized**, capable of **leading multiple studies** and projects on operational subjects, while keeping the strategic objectives in sight in large team environments
- Able to **evolve in a complex ecosystem**, adapting to standards and processes in place while continuing to improve and innovate them
- **Experience conducting research embedded on a game production** or product team, ideally in the video game industry

The Ubisoft teams are made up of 19,000 people across more than 30 countries worldwide, united by a common mission: to enrich players' lives through original and memorable gaming experiences. Their energy and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer and believes that diversity of backgrounds and perspectives is essential to creating worlds that foster growth and self-expression for everyone.

Working at Ubi MTL means enjoying a workplace that sparks creativity and encourages connection. We offer a collaborative environment focused on career development, learning opportunities, and well-being (our comprehensive benefits speak for themselves!).

If you're excited about tackling thrilling challenges, leveraging cutting-edge technologies, and shaping the future of entertainment, join us to create the unknown.

At Ubisoft, you are welcome just as you are. We embrace diversity in all its forms and are committed to fostering an inclusive and respectful work environment for all differences.

Please note: we are committed to promoting a flexible work policy as we value interaction and collaboration among people. Our hybrid work model includes a minimum of three days per week in the office and two days working from home. If you reside outside of Quebec or Canada, relocation will be required. If you need a work permit, your eligibility will depend on your education and relevant years of work experience, in accordance with government requirements.