



Game Designer - Progression & Systems (Assassin's Creed Franchise)

Quebec City - Full-time - 744000105686705

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As a **Game Designer - Progression & Systems** for the Assassin's Creed Animus HUB at Ubisoft Quebec City, you will design and evolve progression-driven systems that support a live, cross-game ecosystem. You will collaborate with multidisciplinary teams to shape how players engage with features, progression, rewards, and services across the Assassin's Creed franchise.

In this **Game Designer - Progression & Systems** role, you will focus on creating clear, engaging player journeys supported by data and player feedback. While you will contribute to system tuning, you will work closely with monetization and analytics partners to inform decisions, allowing you to focus on holistic system design, iteration, and long-term player experience.

What you'll do

- Propose and drive **continuous improvements to HUB systems** in a **live environment**, adapting them to the specific needs of each Assassin's Creed title while strengthening the franchise's **meta-progression**.
- Design and evolve **progression and systemic gameplay features** that support a shared HUB experience across current and upcoming Assassin's Creed games.
- Collaborate with **UI UX, monetization**, and production teams to design player-facing loops experienced through menus and alongside gameplay.
- Contribute to feature development through **scoping, prioritization, planning, and reviews**.
- Coordinate **dependencies** with multiple teams involved in HUB feature delivery.
- Partner with **Data Analytics** and stakeholders to review player data and identify opportunities for improvement.
- Use **player feedback and insights** to iterate on systems and propose meaningful enhancements.
- Help ensure progression systems remain accessible, engaging, and sustainable over time.

What you bring to the team

- Experience in **game design**, systems design, progression design, or related product-focused roles.
- Exposure to **live or online environments**, such as games, platforms, or live digital products.
- Comfort working with **data and KPIs** to inform design decisions.
- Proficiency with **Excel** and structured problem-solving tools.
- Familiarity with **game engines** such as Unity or Unreal.

- Ability to translate **analysis and feedback** into clear, actionable design proposals.
- Strong **communication, collaboration, and organizational skills**.
- Curiosity, adaptability, and a player-focused mindset.
- An interest in **player motivation** and long-term engagement within live systems.

What to send our way

- Your CV highlighting relevant skills and experiences.
- Examples of previous work such as system designs, feature documentation, live feature iterations, or a link to an online portfolio.