



Principal Technical Designer

Montreal - Full-time - 744000105698175

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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.

- 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.