Game Designer (Fight) – For Honor

Montreal - Full-time - 744000110014180

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As a **Game Designer (Fight)** on *For Honor* at Ubisoft Montreal, you will be responsible for developing combat systems, controls, interfaces, and other interactive elements to bring the Creative Director's vision to life and deliver the desired player experience. You will contribute directly to the ongoing enrichment of our unique multiplayer world, ensuring that every battle remains engaging, balanced, and true to the spirit of *For Honor*.

What you'll do

- Design and evolve **combat systems** that deliver fair, fun, and strategic multiplayer battles
- Balance hero move sets, weapon interactions, and abilities to ensure **competitive integrity**
- Collaborate across disciplines to integrate animations, controls, and special effects into fight mechanics
- Standardize, document, and communicate fight design specifics with the team; maintain updated references
- Prototype and test new mechanics, gathering **quantitative and qualitative feedback** to refine ideas
- Work closely with the Game Design Director to align fight design with the overall creative vision
- Partner with programmers and technical designers to develop tools that support combat system implementation
- Contribute to overall game design efforts while keeping the focus on the multiplayer combat experience

What you bring to the team

- **Minimum 5 years of experience in game design**
- Proven ability to create, iterate, and balance complex interactive systems
- Deep understanding of **combat design principles**, player psychology, and competitive game flow
- Strong collaboration skills across multidisciplinary teams
- Active **listening** and openness to feedback to refine designs
- Clear and confident **communication skills**, both written and spoken
- Ability to adapt quickly and solve design challenges in a live game environment
- Knowledge of industry-standard design tools and prototyping methods

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio or examples of past design work (combat systems, prototypes, or interactive projects)