



PX Strategist - Pixel

Montreal - Full-time - 744000112194896

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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