



Game Designer (Systems and Balancing)

Montreal - Full-time - 744000112284749

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As a **Game Designer (Systems and Balancing)** at Ubisoft Montreal, you will design, balance, and refine core gameplay systems that shape progression, pacing, and difficulty. A central focus of this role is **systems balancing**, ensuring gameplay, progression, and economy systems feel cohesive, readable, and rewarding for players. You will collaborate closely with Level Design and Game Direction within a small, multidisciplinary team.

What you'll do

- Balance **gameplay systems** including playable characters, weapons, abilities, enemies, and bosses
- Own and refine **balancing**, progression curves, levels, experience points, upgrades, and reward pacing
- Balance the **in-game economy**, including currencies and rewards
- Create and maintain **detailed design documentation** and balancing pipelines
- Implement tuning and balancing changes **directly in Unity**
- Analyze **playtest reports and player feedback** and translate insights into actionable balancing tasks
- Iterate rapidly by **testing adjustments**, validating impact, and refining solutions
- Play the game regularly and provide **constructive feedback** to improve quality and player experience
- Collaborate closely with **Level Design** and **Assistant Game Direction** to fine-tune pacing and balance

What you bring to the team

- Deep understanding of **roguelite and roguelike design pillars**, including game loops, progression, pacing, and build variety
- Strong expertise in **systems and progression balancing**
- Advanced skills with **Excel and balancing tools**
- Self-driven, detail-oriented approach and comfort with **fast iteration cycles**
- Clear and effective **written and verbal communication** in French and English
- Ability to collaborate effectively within a **small, cross-functional team**
- Experience working with **Unity**, or the ability to ramp up quickly

What to send our way

- Your CV highlighting relevant game design and systems experience

- A **website or portfolio link** showcasing **systems design**, balancing documentation, or playable prototypes