



UX Designer

Saguenay - Full-time - 744000113574101

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As a **UX Designer** at Ubisoft Saguenay, you will shape clear and intuitive user experiences for the interfaces and interactive systems of Rainbow Six Siege. You will work on the main game, focusing on menus, shop features, social systems, and customization flows. You will turn complex needs into accessible and ergonomic solutions that support player engagement and satisfaction.

What you'll do

- Design **user flows** and interaction paths for menus, shop interfaces, social features, and customization systems
- Translate complex requirements into clear and ergonomic UX solutions
- Collaborate closely with **UI, gameplay, backend**, and the studio's **Graphics Team Leader** to support feature design
- Apply **user centered design methods**, including research, prototyping, and testing
- Use **player data** and feedback to guide and validate design decisions
- Maintain **visual coherence** and usability across menus and systems
- Create **UX documentation** that supports teams during development
- Use tools such as **Figma** and **Miro** to explore ideas and document your work

What you bring to the team

- Strong understanding of **information architecture** and interaction principles
- Ability to communicate UX thinking clearly through documentation and visuals
- Experience applying **user centered methodologies** in collaboration with multidisciplinary teams
- Skill in analyzing **user feedback** and adjusting concepts accordingly
- Interest in usability, accessibility, and continuous improvement
- Curiosity about player behaviors and motivations
- A portfolio showcasing relevant UX work and problem solving approaches
- **Fluency in French, both written and spoken**

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio or project links showing UX design work and user centered processes