



# Community Developer - Assassin's Creed

**Montreal - Full-time - 744000124931240**

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The Community Developer will be responsible for establishing and growing our communities around Ubisoft's games with a proficiency in player communications, game improvements and feedback cycles, and deployment and maintenance of best practices. This position will have a strong focus on gathering and sharing player feedback to improve game experiences across all Assassin's Creed projects in development. You will work closely with production teams to ensure player insights positively influence development and communications and help shape the future of the brand.

This position will also provide guidance to cross-functional team members, facilitating collaborative planning and executing commitments at high quality standards. As a member of the global community team, this position will be integrated with lead development studios.

## WHAT YOU'LL DO

- Develop and execute community strategic plans through a variety of content tactics, which support Production objectives and strengthen the overall marketing strategy.
- Shape player feedback cycles and provide insights to Production and Publishing teams to influence game experiences, stimulate player retention, and assist in positioning messaging and marketing beats.
- Act as one of the spokespersons for Assassin's Creed. Coordinate community-centric events including, but not limited to: studio visits from fans or exclusive playsessions to source feedback from players.
- Act as a primary representative for players' needs within Production and Publishing teams to positively influence development and communications positioning, on behalf of our players and business objectives.
- Collaborate and coordinate with live teams for post-launch communication. Set expectations on applicable situations such as patch content, status, and delivery.
- Manage and produce internal reports on community feedback, activity, & expectations.
- Support internal & external milestones, such as betas and launches, to ensure KPIs are met and to advocate for the player experience.
- Coordinate communication, activities, and initiatives with multiple global departments for

consistent and cohesive messaging.

- Leverage Community Managers, transversal teams, and relevant partner resources to create meaningful content for our players (example: blogs, podcasts, interviews, infographics, & more).
- Collaborate with portfolio's Social Media Manager to define and report on content KPI's to demonstrate success and ROI of community programs and content.
- International travel may be required.

## **WHAT YOU'LL BRING**

- Intermediate experience managing online communities and developing strategic plans or programs with demonstrable success in a professional setting.
- Proven track record of working with various stakeholders to filter and implement player feedback.
- Experience organizing events is a strong plus.
- Experience working in the gaming industry, with diverse gaming platforms (required)
- Extensive knowledge of social media platforms (Instagram, Twitter/X, Facebook, TikTok, Discord, etc.) is required.
- Experience working in a demanding Production environment, with multiple deadlines, metrics for success, and stakeholders.
- Strong understanding of building and maintaining the growth of video game communities as well as developing and executing strategic player engagement plans.
- Fluency in French.
- Launching a AAA title is a strong plus.
- Experience in social media marketing is a strong plus.
- Experience with digital asset creation (video, photo, podcasts, etc.) a strong plus.
- Knowledge of multiple genres a plus.