



Team Lead Level Designer

Montreal - Full-time - 744000139298581

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As a Team Lead Level Designer at Ubisoft Montréal, you will support the Project Lead and Production Manager in guiding a small level design team. You will help ensure work quality, meet delivery milestones, and coach team members while contributing directly to the development of the game when needed.

What you'll do

- Plan, prioritize, assign, and track **level design tasks** and deliverables
- Represent the **level design team** within the project
- Organize and facilitate **team meetings** and regular follow-ups
- Guide the team using a strong understanding of **gameplay, level design documentation, and technical constraints**
- Share clear progress updates with the **Project Lead and Production Manager**, and suggest adjustments when needed
- Anticipate potential **team challenges** and recommend constructive solutions
- Coach and mentor team members on **level design practices and tools**
- Contribute to **performance feedback** in collaboration with project leadership
- Coordinate **bug fixing** related to the team's work
- Support **onboarding and recruitment** of new team members

What you bring to the team

- Experience collaborating within a **multidisciplinary game development team**
- Comfort guiding others through **clear communication and collaboration**
- Strong **organization and prioritization** skills
- Ability to support and grow a **healthy, productive team environment**
- Practical knowledge of **real-time 3D engines and level editors**
- Familiarity with **production tracking tools** such as Jira or Perforce
- Understanding of **game production workflows** across disciplines

What to send our way

- Your CV highlighting relevant skills and experiences
- Examples of **levels, maps, or gameplay spaces** you have designed, with context on your role and contributions