



UX Designer - Rainbow Six Siege

Montreal - Full-time - 744000148310472

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000148310472-ux-designer-rainbow-six-siege?oga=true>

As a UX Designer at Ubisoft Montréal, you will help shape the player experience for new Operators, gadgets, and gameplay interactions in Rainbow Six Siege. Working closely with gameplay designers, game designers, and multidisciplinary teams, you will define and refine the visual, audio, and interface feedback that helps players understand gameplay effects, abilities, and interactions in both first-person and third-person perspectives.

You'll contribute to a live game environment where iteration, collaboration, and player feedback are central to development. You will also help maintain consistency across a large roster of Operators and gameplay systems while supporting future seasonal content.

What you'll do

- Collaborate with **game design** and **gameplay design** teams to support the development of new Operators and gadgets
- Design **interaction flows** and gameplay feedback systems that clearly communicate player actions and gameplay effects
- Define and implement **player feedback systems** using elements such as **VFX**, **SFX**, interface cues, and screen effects
- Translate narrative and gameplay briefs into clear and intuitive player experiences
- Prototype and iterate on gameplay interactions throughout the production cycle
- Participate in internal and external **playtests** to gather feedback and improve usability and gameplay readability
- Create and maintain **UX documentation**, interaction guidelines, and design specifications
- Validate gameplay interactions and feedback systems to maintain consistency across Operators and features
- Collaborate closely with multidisciplinary teams including design, audio, art, and programming
- Help ensure the gameplay experience remains cohesive, readable, and engaging

What you bring to the team

- Experience designing **user experience** features or gameplay interactions for games
- Knowledge of player feedback systems and interaction design principles
- Experience collaborating with **game designers** or gameplay teams
- Ability to prototype, iterate, and adapt solutions based on testing and feedback
- Understanding of gameplay readability and player onboarding principles
- Familiarity with multiplayer or live service game development workflows
- Experience working on **AAA games** is an asset

- Knowledge of Rainbow Six Siege is a strong asset

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links demonstrating relevant UX or game design work