



# Economy Designer

**Montreal - Full-time - 744000148518519**

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The Economy Designer will be responsible for operating and maintaining the core progression and reward systems of Rainbow Six Siege, working in close collaboration with the Senior Economy Designer, the Monetization team, and other design teams.

They operate the Battle Pass rewards and progression in alignment with the Monetization team's content roadmap, partners with other design teams on onboarding and seasonal engagement, and collaborates with the Senior Economy Designer and the Analyst to simulate the impact of new design and balancing changes.

## **WHAT YOU'LL DO**

### Game Design

- Operate the Battle Pass rewards and progression structure in alignment with the Monetization team's content roadmap
- Tune progression systems including XP and clearance levels, reputation rewards, event rewards, and post-match rewards to reach defined targets
- Partner with other design teams to improve onboarding rewards and seasonal engagement
- Design and tune reward pacing across seasons to maintain player motivation and retention, drawing on player psychology and motivation drivers
- Conduct and share competitive benchmarks on progression and reward systems (Battle Pass, onboarding, mastery, challenges) across comparable live-service games, deconstructing them to inform design decisions
- Bring creativity to reward and progression features while staying aligned with the game's overall vision
- Help document designs and balancing changes, and keep this documentation up to date

### Economics and statistics

- Collaborate with the Analyst to monitor the health of the game economy on an ongoing basis
- Work with the Analyst to produce seasonal extractions on the game's economic performance
- Partner with the Senior Economy Designer to simulate the impact of new design and balancing changes before implementation
- Support the definition of metrics and data collection needs related to progression and reward systems
- Stay attuned to Acquisition, Retention, and Monetization levers to ensure progression and reward design supports broader game business goals

## WHAT YOU'LL BRING

- 2-5 years of experience in game design, ideally with exposure to live-service or GaaS titles
- Interest in and foundational knowledge of economics and player progression systems
- Comfortable working with quantitative data and simulation tools
- Strong passion for gaming, particularly competitive/live-service titles
- Strong analytical and math skills
- Ability to model, tune, and simulate reward and progression systems
- Collaborate and communicate constructively across design, monetization, and analytics teams
- Detail-oriented, with the ability to maintain and iterate on complex, interdependent systems
- Good understanding of player motivation drivers, learning theories, and progression pacing
- Awareness of Acquisition, Retention, and Monetization levers and game business models
- Knowledge of modeling tools (Excel, VBA, Tableau, simulation tools, etc.)
- Ability to conduct and synthesize competitive benchmarks into actionable recommendations
- Seeks improvement constantly (takes initiative, challenges themselves)
- Creative, with the ability to propose features aligned with the game's vision
- Rigorous documentation habits, keeping design and balancing information clear and up to date
- Fluency in French