



# Producer - [Splinter Cell]

**Toronto - Full-time - 744000151693127**

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As a Producer at Ubisoft Toronto, working on Splinter Cell, you'll drive the development of the Object Bank mandates for the game. You'll guide a multidisciplinary team to bring your assigned portion to life from start to end. You'll pair well-designed work processes with clear expectations for your team members to do their best work and optimize their talents. Through careful planning, follow-through, and oversight, you'll keep development on pace, ensuring that time is spent on the right things, and pivot when need be. While pushing production capacity and quality, you'll see to it that your team is ready and able to deliver their chunk of the game on time and in a supportive environment.

**What you'll do:**

- Partner with the core team to understand the overall game vision and requirements + communicate them across the production floor;
  - Establish the scope of your area of focus: create its long-term roadmap and schedule, establish its deliverables, quality targets, and key milestones, and define its development strategies and budgets;
  - Put everything in place to pave the way for production: develop workflows and pipelines + implement means to facilitate interaction between colleagues;
  - Work with outsourcing companies across different time zones, with a focus on solid communication and clear expectations;
  - Set clear goals for your team members to achieve + make sure the process of delivering those goals is as smooth as possible;
  - Anticipate risks & put plans of action in place to overcome them;
  - Meet with your team to clarify milestones, prioritize deliverables, give updates, address concerns, provide direction, gather feedback, etc.;
  - Sync up with the lead producers, production directors, and production managers on progress and momentum + follow up on budgets;
  - Look for opportunities to improve and evolve our processes, methods, and practices;
  - Take part in recruitment to build your team + foster the professional growth and career progression of its talents.
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- Strong experience in production or project management in the video game industry;
  - Experience working with outsourcing companies and managing deliverables;
  - Plenty of flexibility to adapt to a range of situations & navigate interdependencies;
  - Familiarity with a variety of project management methodologies;
  - Excellent organization, communication, interpersonal, and presentation skills;
  - An attentive, collaborative, and innovative spirit;

- A people-oriented approach: sure, you care about results, but you never lose sight of the dedicated people behind them;
- You're a quick learner and can manage a lot of information at the same time;
- A lot of flexibility: you can adapt to various projects and people.

### **What to send our way**

- Your CV highlighting relevant skills and experiences.

This job posting is for an **existing vacancy** and is not intended to build a candidate pool for future opportunities.

We do **not** use artificial intelligence to screen or filter applications. AI may be used solely to assist with the transcription of interview notes.

The **annual base salary range** for this full-time position is **\$120,000 to \$155,000 CAD**. The final base salary offered will be determined within the compensation standards, following the interview process and will depend on several factors, including but not limited to the candidate's experience, skills, qualifications, scope of responsibilities, location, and internal equity considerations. In addition to yearly base salary, total compensation may include other elements such as variable pay or benefits, where applicable.