



Game Designer (Vehicles)

Montreal - Full-time - 744000153568519

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As a Game Designer (Vehicles) at Ubisoft Montréal, you will design vehicle systems and mechanics for a multiplayer sandbox shooter built with Unreal Engine. The game combines player-versus-player and player-versus-environment gameplay (PvPvE). You will tune how vehicles behave to create an immersive, smooth driving experience while also contributing to other areas of game design.

What you'll do

- Design **vehicle systems and features** aligned with the game's direction
- Tune **handling and physics**, including how various surfaces and terrain affect driving
- Balance **vehicle settings in Unreal Engine** to make driving feel engaging and realistic
- Design **vehicle customization** so changing parts affects how vehicles drive
- Design vehicle **cameras, controls and combat features**
- Build **prototypes in Unreal Engine** and evaluate their results
- Work with **cross-functional teams** to integrate features
- Adapt designs to **technical and production constraints** and resolve issues
- Create and maintain **design documentation** and improve features through iteration

What you bring to the team

- Show **experience designing vehicles** included in a released game
- Apply knowledge of **vehicle handling, simulation and balancing**
- Use **Unreal Engine** to design and tune game features
- Bring experience with **Chaos Vehicles in Unreal Engine** as an asset
- Show interest in **multiplayer games** and vehicle gameplay
- Communicate ideas clearly **in writing and in conversation**
- Bring **critical thinking**, curiosity, resourcefulness and a collaborative approach
- Understand the **video game market** and take an interest in what makes gameplay effective

What to send our way

- Your CV highlighting relevant skills and experiences
- Samples of your work as files or links to your projects