



Team Lead Level Designer [Splinter Cell Remake]

Toronto - Full-time - 744000158039080

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As a **Team Lead Level Designer** on **Splinter Cell Remake** at Ubisoft Toronto, you will support the Project Lead and Production Manager in ensuring **level design quality, clear direction, and on-time delivery**. You will guide and coach level designers, help establish and reinforce strong design standards, and balance creative vision with practical production planning while contributing directly to development when needed.

What you'll do

- **Define, communicate, and uphold level design quality standards** by identifying successful patterns and examples that create strong player experiences
- **Coach and mentor level designers** by explaining why design solutions work, encouraging understanding rather than replication
- **Promote knowledge sharing** within the team through clear instructions, constructive feedback, and shared best practices
- **Plan, prioritize, assign, and track tasks** while supporting realistic **time estimates** based on individual strengths and execution needs
- **Balance creative goals with production constraints** to support reliable planning and delivery
- **Review individual work** and provide actionable feedback before presenting content to core leadership
- **Partner closely with production** to identify risks early, raise concerns clearly, and support problem-solving
- **Represent the level design team** in discussions with project leadership and other disciplines
- **Coordinate bug fixing and polish efforts** related to level design content
- **Support onboarding and hiring efforts** to help maintain team cohesion and effectiveness

What you bring to the team

- **Strong collaboration and communication skills**, with confidence engaging across disciplines
- **People leadership experience**, including coaching designers with varied experience levels
- **Clear design judgment** and a structured, rational approach to level design decision-making
- **Planning and estimation skills** that support predictable production outcomes
- **Ability to provide thoughtful feedback and evaluations** that help others grow

- **Adaptability and openness** when guiding designers through new constraints or design approaches
- **Knowledge of real-time constraints, 3D engines, and level editing tools**
- **Experience with production tracking tools** such as **JIRA, Perforce**, or similar systems

Nice to have:

- Experience working on **third-person camera games** or titles with **slower-paced, investigative gameplay**

What to send our way

- Your CV highlighting relevant skills and experiences
- Examples of completed levels, shipped projects, or other work that demonstrates your **level design expertise and leadership impact**

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