Senior Game Designer (Combat) - For Honor

Montreal - Full-time - 744000159496254

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As a Senior Game Designer (Combat) on For Honor at Ubisoft Montréal, you will help shape and evolve the game's multiplayer combat experience through balancing, systemic design, and feature development. You'll play a key role in maintaining an engaging and rewarding player experience by analyzing gameplay systems, refining hero performance, and supporting the long-term evolution of the combat meta.

Working closely with cross-functional teams, you will contribute to combat balancing initiatives while helping align gameplay systems with the game's creative direction and player needs. You will also support knowledge sharing and mentorship within the design team.

What you'll do

- Guide and support ongoing **combat balancing** initiatives in collaboration with the design team
- Analyze **multiplayer gameplay systems**, player behaviors, and combat data to identify balancing opportunities
- Refine **hero abilities**, move sets, and gameplay properties to support a fair and engaging player experience
- Evaluate the impact of gameplay changes across the broader **combat ecosystem** and player experience
- Prototype, implement, and iterate on gameplay adjustments and combat features
- Collaborate with directors and designers to translate creative intentions into gameplay systems
- Contribute to **competitive multiplayer** features and progression-related gameplay systems
- Identify gameplay issues and develop practical solutions for combat interactions and system improvements
- Mentor and support team members through collaboration, feedback, and knowledge sharing
- Communicate balancing goals, design decisions, and gameplay updates clearly across teams

What you bring to the team

- Experience designing and balancing **combat systems** or multiplayer gameplay features
- Understanding of **competitive games**, player motivation, progression systems, and long-term player engagement
- Ability to assess gameplay performance and identify balancing opportunities across interconnected systems
- Experience prototyping, tuning, and iterating on gameplay features

- Strong analytical and problem-solving skills related to gameplay and player experience
- Ability to collaborate effectively with multidisciplinary teams
- Clear communication and documentation skills
- Interest in melee combat systems and hero-based gameplay experiences

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project examples demonstrating your game design and balancing work