UX Designer – Rainbow Six Siege

Saguenay - Full-time - 744000161913684

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As a user experience (UX) designer at Ubisoft Saguenay, you will shape clear, intuitive experiences for the interfaces and interactive systems of Rainbow Six Siege. You'll work on the main game, focusing on menus, shop features, social systems, and customization flows. You'll turn complex needs into accessible, ergonomic solutions that support player engagement and satisfaction.

What you'll do

- Design **user flows and interaction paths** for menus, shop interfaces, social features, and customization systems
- Translate complex requirements into clear, ergonomic **UX solutions**
- Collaborate with **user interface (UI), gameplay, and backend teams**, alongside the studio's **Graphics Team Leader**, to support feature design
- Apply **user-centered design methods**, including research, prototyping, and testing
- Use **player data and feedback** to guide and validate design choices
- Maintain **visual consistency and usability** across menus and systems
- Create **UX documentation** to support teams throughout development
- Use **Figma and Miro** to explore ideas and document your work

What you bring to the team

- Understanding of **information architecture and interaction concepts**
- Ability to communicate **UX thinking** clearly through documentation and visuals
- Experience applying **user-centered methods** with multidisciplinary teams
- Skill in **reviewing user feedback** and adapting concepts accordingly
- Interest in **usability, accessibility, and continuous improvement**
- Curiosity about **player behaviors and motivations**
- A portfolio showcasing **relevant UX work and problem-solving approaches**
- Fluency in **written and spoken French**

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio or project links showing UX design work and user-centered processes