



Production Manager - Gameplay Objects [Splinter Cell]

Toronto - Full-time - 743999942549421

Apply Now:

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We're working on a Splinter Cell remake, assembling a team with passion, drive and respect for the trifocal goggles. This is an opportunity to be part of a treasured franchise, rebuilt on Ubisoft's [Snowdrop engine](#) to deliver next-generation visuals and modernized stealth gameplay, while preserving what's at the heart of the Splinter Cell experience.

On being a Production Manager at Ubisoft Toronto

As a Production Manager at UbiTO, you'll guide the teams producing Gameplay Objects. You will help secure the Direction, plan the work and follow up across multiple team to aid in creating and placing these impactful components in the game, aligning with other content teams to adhere to the broader vision.

Support direct reports, while being responsible for defining, planning, prioritizing, communicating, and tracking project deliverables. You have a wide perspective of the production of assets: a realistic grasp of your team's capabilities, thorough understanding of interdependencies, knowledge of steps to be taken, and awareness of where to focus energy. You support your team by fostering a supportive environment and ensuring they are prepared and able to ship quality content to our players on time.

What you'll do as a Production Manager at Ubisoft Toronto:

- Partner with the core team to understand the overall game vision & requirements;
- Work with the Production Director, Associate Producers, Art Directors and Team Leads to develop the production strategies to ensure the teams involved in the production of Gameplay Objects are delivering to the best of their abilities;
- Define and plan the project scope of your specific deliverables in conjunction with the relevant teams, build and maintain a roster of our Gameplay Objects, complete with all the pertinent information related to them;
- Collaborate with the other Production Managers to help maintain the roadmaps of the participating teams' work and ensure that our planning remains achievable within time, quality and scope and take measures to rebalance when necessary.
- Keep production tools (JIRA, Confluence, and others) up to date to properly reflect status and progression. Ensure that proper practices are followed when using these tools, so that other teams you collaborate with know when and where their input is needed.
- Regularly meet with the pertinent Directors and Team Leads to discuss task allocation, progress and setbacks, communicate milestones, prioritization of deliverables, present

updates, address concerns, give direction and gather feedback. This includes collaborating with the other Production Managers in sprint planning.

- Track, monitor, and assess the overall Gameplay Object production schedule; rescoping & adjusting your strategies when need be;
- Maintain the working relationship with other Production Managers. Ensure that the delivery, the approvals and debugging of the Gameplay Object deliverables runs smoothly, on a timely manner, and keep other teams up to date on progress and issues;
- Liaise with other production managers to ensure consistency, remove blockers, and mitigate risks.
- Prepare and evaluate post-mortems to continuously improve our Gameplay Object production processes.

We know that skills and competencies show up in different forms and can be based on different experiences. If you are excited about the role, we strongly encourage you to apply even though you may not have all the qualifications listed below.

- Solid knowledge of Gameplay, AI and Mission pipelines, and their relationship to the other teams and technical roles participating in the creation of Gameplay Objects;
- Experience working with Game Design, Missions and Features disciplines is an asset;
- Knowledge of the Office Suite and familiarity with project management software like Jira;
- Ability to balance shifting short-term priorities and long-term goals;
- A highly collaborative, attentive, empathetic, and solution-oriented spirit. With the ability to ensure smooth communication across teams that depend on yours.
- Excellent time management, organizational, interpersonal, and communication skills;
- Critical thinking, curiosity, resourcefulness, and plenty of flexibility;
- knowledge of Waterfall and Agile methodologies are a plus.
- Around 3 years of management experience, or other relevant experience.

We Offer:

- **A hybrid, flexible work model**
- **Five weeks of vacation + one week office closure around the December holidays**
- **An enhanced parental leave program**
- **Comprehensive Total Rewards Package:**
 - Disability Insurance
 - Dental Insurance
 - Extended medical insurance
 - (Optional) RRSP contribution
 - Relocation Assistance (If Applicable)
 - Bonus (If Applicable)

You can learn more about Life at Ubisoft here: <https://toronto.ubisoft.com/life-at-ubisoft/>

Join Us!

At Ubisoft Toronto, we believe diversity is our studio's biggest strength. We're committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values - trust, integrity, excellence and care.

We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+. Ubisoft Toronto is committed to providing accommodations for accessibility upon request.

Please [read our Code of Conduct](#) prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best possible place to work and grow. Knowing and respecting our Code of Conduct's principles and guidelines is key to achieving that goal.

If this sounds like your kind of studio, what are you waiting for?

Ubisoft's Mission

Ubisoft's 21,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come. Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves. If you are excited about solving game-changing challenges, cutting edge technologies, and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.

Ubisoft Toronto Inc.
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Location of position: Toronto, Ontario

Type of Position: Permanent, full-time.