



# Assistant Level Designer Director

**Montreal - Full-time - 743999952649643**

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As an Assistant Level Design Director at Ubi MTL, you will help plan a content-rich world, and guide a team of level designers in bringing its quests and locations to life. As the connection between the design vision and your team members, you clearly communicate information that allows each one to grasp the intended experience you're collectively trying to achieve.

Throughout production, your team can rely on your technical and creative expertise to navigate the level design process - and overcome any obstacles that come their way. While your designers focus on their areas of ownership, you pay attention to the larger picture. You ensure that every mission and place seamlessly combine to create an engaging journey for players to discover.

## **What you'll do**

- Collaborate with core team members to develop the overall design vision.
- Brainstorm and research to plan the mission & world guidelines.
- Help outline the gameplay experience (landmarks, encounters, flow, rhythm, tension, pacing, variety, etc.).
- Participate in prototyping to experiment with designs & explore opportunities.
- Meet with your team to reinforce the design vision, set benchmarks, tackle setbacks, etc.
- Review and provide feedback on integrated work and gameplay features to achieve quality.
- Balance artistic aspects with technical constraints to align all technical, design, graphic, and narrative features.
- Keep the core team up to date on progress and feasibility.
- Find solutions to issues uncovered by play testers and cross-functional teams (get to the root of problems to solve them).

## **What you bring**

- A college diploma in Game Design or equivalent (undergraduate degree an asset)
- At least 5 years of experience in the video game industry or other relevant experience + 2 years of leadership
- Knowledge of game engines (e.g. Unity or Unreal) & their limitations, 2D art tools (e.g. Photoshop), and 3D software (e.g. 3DS Max, Maya, or ZBrush)
- A highly collaborative, innovative, creative, and empathetic spirit
- Critical thinking, curiosity, resourcefulness, and plenty of flexibility

- Excellent problem-solving, organizational, communication, interpersonal, presentation, and mentorship skills
- Ability to accept feedback and adapt to it

### **What to send our way**

- Your CV, highlighting your education, experience, skills, and any games shipped

Please feel free to send us samples of your work (attach files or send us a link to your demo reel or online portfolio).

### **About us**

At Ubisoft Montreal, a preeminent developer of video games located in Montreal's dynamic Mile-End neighbourhood since 1997, we offer a work environment unique in the industry for allowing you to build and cultivate games that are part of critically acclaimed, iconic AAA franchises of international repute.

When you join Ubi Montreal, you enter a community of passionate, extraordinary developers connected by their need to innovate, to be creative and to work with the latest technology. You'll discover a world where employees enjoy constant career advancement, a supportive learning environment, and competitive compensation packages.

More than anything, at Ubi Montreal, you will regularly ship a variety of big, quality titles - Assassin's Creed, Far Cry, Rainbow Six, Watch\_Dogs, For Honor and... well we can't disclose all our secrets just yet... - and work with some of the most talented people in the industry.

**We are an equal-opportunity employer and value diversity at our company. We do not discriminate on the basis of race, ethnicity, religion, gender, sexual orientation, age or disability status.**