



Community Developer [R6 Siege]

Montreal - Full-time - 744000003381841

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The Community Developer will be responsible for establishing and growing our communities around Ubisoft's games with a proficiency in player communications, game improvements and feedback cycles, and deployment and maintenance of best practices. They will lead the global community strategy on Rainbow Six Siege, create and execute global plans, and work with a distributed international team that is focused on building relationships and earning trust with players around the world, contributing to our global business growth opportunities. This position will also provide guidance to cross-functional team members, facilitating collaborative planning and executing commitments at high quality standards. As a member of the global community team, this position will be integrated with lead development studios.

- Develop and execute community strategic plans through a variety of content tactics, which support Production objectives and augment the overall marketing strategy.
- Coordinate communication, activities, and initiatives with multiple global departments for consistent and cohesive messaging.
- Leverage Community Managers, transversal teams, and relevant partner resources to create meaningful content for our players (example: blogs, podcasts, interviews, infographics, & more).
- Act as one of the spokespersons for the assigned brand(s). Coordinate community-centric events including, but not limited to: studio visits from fans, developer dialogues, and tournaments.
- Collaborate with portfolio's Social Media Manager to define and report on content KPI's to demonstrate success and ROI of community programs and content.
- Support internal & external milestones, such as betas and launches, to ensure KPIs are met and to advocate for the player experience.
- Act as a primary representative for players' needs within Production and Publishing teams to positively influence development and communications positioning, on behalf of our players and business objectives.
- Shape player feedback cycles and provide insights to Production and Publishing teams to influence game experiences, stimulate player retention, and assist in positioning messaging and marketing beats.
- Collaborate and coordinate with live teams for post-launch communication. Set expectations on applicable situations such as patch content, status, and delivery.
- Manage and produce internal reports on community feedback, activity, & expectations.
- International travel may be required.

To perform this job successfully, an individual must be able to perform each essential duty

satisfactorily. The requirements listed below are representative of the knowledge, skill, and/or ability required. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions.

- Intermediate experience managing online communities and developing strategic plans or programs with demonstrable success in a professional setting.
- Extensive experience in the gaming industry, with multiple gaming platforms.
- Extensive knowledge of social media platforms (Instagram, Twitter/X, Facebook, TikTok, Discord, etc.) is required.
- Experience working in a demanding Production environment, with multiple deadlines, metrics for success, and stakeholders.
- Strong understanding of building and maintaining the growth of video game communities as well as developing and executing strategic player engagement plans.
- Proven track record of working with various stakeholders to filter and implement player feedback.

Ubisoft is composed of over 21,000 talented people located in 45+ development studios and offices across the globe. With more than 80% of our teams dedicated to creation, Ubisoft is the biggest in-house creative force in the industry.

Ubisoft's worldwide network of video game development studios and business offices work hand-in-hand each day to deliver rich and innovative gaming experiences that reflect the creativity and diversity of their teams. This cross-studio collaboration model means every team member has the opportunity to participate in challenging projects based on iconic brands including Assassin's Creed®, Tom Clancy's Rainbow Six Siege®, Tom Clancy's The Division®, For Honor®, Rabbids®, Rayman®, Watch Dogs®, Far Cry®, The Crew®, Just Dance® and more. Ubisoft is a global leader in the video games and entertainment software industry.

We are committed to enriching player's lives with original and memorable gaming experiences. We create worlds where people can express themselves, explore and discover new possibilities.

We are working to enrich players' lives through unique and memorable gaming experiences and by improving the positive impacts of our games. To get there, we are creating a safer, more inclusive work environment, we are giving back to the communities where Ubisoft operates by working with local non-profit partners and by working to reduce the environmental impact of our business

Are you looking to work with enthusiastic experts who are tackling game-changing challenges in entertainment and beyond? At Ubisoft, we offer an open environment where bright ideas are given a chance to shine, and everyone is eager to share knowledge.

Skills and competencies show up in different forms and can be based on different experiences, that's why we strongly encourage you to apply even though you may not have all the requirements listed above.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences. Ubisoft is committed to creating an inclusive work environment that reflects the diversity of our player community. We are an equal opportunity employer. Qualified applicants will receive consideration for employment without regard to their race, ethnicity, religion, gender, sexual orientation, age or disability status.

Take entertainment to the next level. Join us and create the unknown.

We do not accept any unsolicited resumes submitted by staffing or placement agencies or recruiters.