Technical Game Designer - Rainbow Six Mobile

Montreal - Full-time - 744000143105029

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As a Technical Game Designer on Rainbow Six Mobile at Ubisoft Montréal, you will support the creation and implementation of bots' AI gameplay systems and technical design elements that contribute to engaging and balanced player experiences. Working within a multidisciplinary production team, you'll collaborate closely with designers and programmers to support bot behaviors, gameplay mechanics, operators, tutorials, and singleplayer missions while helping ensure gameplay systems remain clear, stable, and fun for players.

What you'll do

- Create and maintain **design documentation** related to **bot behaviors**, gameplay systems, and operator features
- Support the implementation of new **operators**, gameplay mechanics, and systemic design elements
- Collaborate with **programmers**, technical designers, and other specialists to validate gameplay features and balancing values
- Use **debugging tools** to validate bot navigation and ensure alignment with intended AI design
- Participate in gameplay **balancing** and tuning activities with the wider team
- Test and validate new gameplay features and tools before deployment
- Provide feedback on workflows, tools, and technical methods to support production improvements
- Support the creation of **operator tutorials** and **singleplayer missions** that help players understand gameplay mechanics
- Contribute to gameplay prototyping and technical implementation tasks within the design team
- Communicate technical and gameplay information clearly across disciplines

What you bring to the team

- Experience working as a **Game Designer**, **Level Designer**, or in a similar gameplay-focused role
- Experience using **game editors**, development tools, or systems design workflows
- Understanding of gameplay systems in engines such as **Unity**, **Unreal Engine**, or similar technologies
- Ability to produce clear and structured **documentation**
- Familiarity with **AI behaviors**, gameplay tuning, balancing, or debugging workflows

- Interest in **tactical shooters**, multiplayer experiences, or live-service games
- Ability to communicate technical concepts clearly to multidisciplinary teams
- Collaborative, organized, and solution-oriented approach to problem solving

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links demonstrating relevant gameplay, systems, or technical design work