Senior UX Designer

Montreal - Full-time - 744000143357849

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As a **Senior UX Designer** at **Ubi Montreal**, you will help shape the player experience for an ambitious large-scale live-service multiplayer first-person shooter. Working within a small, autonomous team, you will bridge the gap between the game vision and player needs, creating intuitive, scalable, and cohesive experiences across every stage of the player journey.

What you'll do

- Prepare design work through rigorous discovery research and clear problem definition.
- Design sustainable and scalable UX solutions, including user interfaces, flows, signals, feedback systems, and interactions.
- Produce design artifacts such as sketches, wireframes, user flows, documentation, and prototypes at the appropriate level of fidelity.
- Present, advocate for, and champion UX solutions with multidisciplinary stakeholders.
- Review solution implementation in collaboration with the user research team.
- Iterate on solutions and adjust implementation based on player research findings and feedback.
- Collaborate closely with game design, level design, art, programming, and other disciplines while facilitating alignment when needed.
- Build, maintain, and promote UX standards and design systems.
- Advocate for UX best practices, accessibility, and platform compliance.

What you bring to the team

- Strong user-centered design mindset.
- Excellent written and verbal communication skills within multidisciplinary teams.
- Ability to transform individual problems into reusable standards and systems.
- Intermediate to advanced knowledge of:
    - Motivation and learning strategies;
    - Prototyping;
    - Defining and tracking success metrics;
    - Accessibility and platform compliance;
    - Design systems.
- Advanced knowledge of:
    - Information architecture;
    - Signals and feedback systems;
    - Interaction design;
    - Wireframing and screen layout design.
- Strong understanding of:

    - Multiplayer first-person shooter games;
    - Open-world games;
    - GaaS products and monetization systems.
- Proficiency with:
    - Figma (pixel-perfect design, component properties, auto-layout, variables, and AI workflows);
    - Confluence for creating and maintaining clear, scalable documentation;
    - Miro for building and facilitating multidisciplinary alignment spaces;
    - Working directly within a game editor.
- Minimum of 5 years of UX experience in the video game industry.
- Desired qualities:
    - Proactive, autonomous, and versatile team player;
    - Curious mindset with a passion for continuous improvement;
    - Agile and resilient in a fast-changing environment;
    - Strong sense of ownership, attention to detail, and commitment to quality;
    - Passion for game and product design.
- Assets:
    - Degree in UX Design, Interaction Design, Cognitive Psychology, or a related field;
    - Experience implementing user interfaces;
    - Strong visual design or motion design sensibilities;
    - Experience with data analysis.

What to send our way

- Your CV highlighting your education, experience, and relevant skills.
- A portfolio showcasing your best UX work (attach images or provide a link to your personal website or online portfolio).

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin’s Creed, Rainbow Six to Just Dance and more. They believe diverse perspectives help both players and teams thrive. If you’re passionate about innovation and pushing entertainment boundaries, join their journey and help create the unknown!