



# UX Research Tools Coordinator (f/m/d)

**Düsseldorf - Full-time - 743999833529446**

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In order to continue delivering highly qualitative and innovative game plays we are looking for a UX Research Tools Coordinator [Ubisoft Connect] (f/m/d)

This position will be located at Ubisoft Düsseldorf (Germany).

## What you will do:

- Work as part of the transversal UX Research Operations team and collaborate with Research Labs, Analytics, Community Management, the Accessibility team and tools developers.
- Support with setting up and coordinating UX Research tools, their development and usage for the project on a global level.
- Take ownership of coordinating development of UX research tools.
- Cater to versatile needs of UX and UI Designers and other stakeholders, by proposing and setting up suitable research and testing methodologies.
- Communicate research findings and user test results efficiently to the UX and UI Designers to help them move forward with a user-centric design solution.
- Advocate for accessibility research.
- Foster close collaboration between designers, developers, business stakeholders and user researchers.

## You as a person:

- You are a tireless advocate for a user-centric approach and strive for an accessible, usable and enjoyable user experience throughout the product, based on advanced research, testing and cutting-edge methodologies.
- You are well-organized and reliable.
- You pro-actively identify improvements within processes and streamline knowledge transfer across multiple parties.
- You can work autonomously within your field and at the same time you are able to work well within a multidisciplinary and iterative team.
- You communicate well with your colleagues and present your work effectively.
- You are excited about collaborating and communicating closely with teams and other

stakeholders.

- You ask questions, listen carefully, take risks, champion new ideas and drive your ideas forward.
- You take responsibility for your tasks and follow them through.
- You are open to providing and receiving feedback and improving upon it.
- You have outstanding abilities to solve problems creatively and effectively.
- You are ambitious to learn new things and have the passion to share knowledge with others.

### What you bring:

- 2+ years of experience with user research on digital services, platforms, etc.
- Academic degree in the field of User Research, UX and/or Human-Computer Interaction, Interaction Design, Psychology or Ergonomics, etc. or Project Management with additional high-level knowledge of User Research or UX Design.
- Profound skills in coordinating and organizing research and development features.
- Knowledge of agile project management (Kanban, Scrum or similar) and project management tools (e.g. JIRA, Confluence,...).
- Ability to prioritize assignments in order to anticipate and meet multiple deadlines.
- Proficiency in user research and high-level knowledge about a range of methodologies and qualitative/quantitative user testing.
- Proficiency in user-centered design and user behavior.
- Knowledge or deep interest about accessibility and inclusive design.
- Motivation to solve our users' problems and to think "outside the box".
- Handling customer-contact during interviews, with a high level of empathy and proficiency.
- Strong communication and presentation skills.
- Fluent in English, both verbally and written.
- Being well organized and pro-active.
- Up-to-date with the latest UX and UR trends, techniques, and technologies.

### Nice to have:

- Experience in working with research tools.
- Experience in collaborating with international teams.
- Experience in prototyping tools (Figma, Sketch, Adobe XD or similar).
- Portfolio or case studies to illustrate your user research approach / involvement / contribution on projects that you have worked on.
- Passion for Design, Video Games, and E-sports.

### What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us

Longing to be part of a fun, creative and passionate workplace? We can offer you this and more in an open and friendly environment where you will work with some of the best

craftsmen in the industry. Are you up for it? Come aboard for the ride!

Your benefits:

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Monthly Mobility Budget. 80€
- All Legal residents of Germany are entitled to free public healthcare

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further Information about Ubisoft

Connect: <https://news.ubisoft.com/en-gb/article/5WaWQWz9I9qWkIU4tm04ip/how-ubisoft-connect-builds-on-a-decade-of-online-evolution>

For further information about Ubisoft Düsseldorf please also check

<https://duesseldorf.ubisoft.com/en/>