Technical Designer [Unannounced Project] (f/m/d)

Berlin - Full-time - 744000016020605

Apply Now:
https://jobs.smartrecruiters.com/Ubisoft2/744000016020605-technical-designer-unannounced-project-f-m-d-?oga=true

A Technical Designer is a solution finder and liaison between designers and other disciplines. They help with shaping the architecture of complex features and location ingredients; as well as creating and implementing complex technical design elements into the game. They are advocates for production efficiency and product quality for system development and world creation by mentoring others and highlighting constraints.

What you will do:

- Implement and take ownership for complex features and location setups
- Optimize feature implementations and generalize recurring blocks of logic into reusable libraries
- Provide constructive, critical feedback and accurate risk assessments for production and other departments for planned features and locations considering engine and toolset constraints
- Review built locations and features to ensure they are set up according to metrics, with budget limitations in mind, and stay in a maintainable state
- Create training materials and conduct workshops for designers and level artists working on locations or features to advocate best practices
- Debug issues with features or locations and implement or suggest reliable solutions until production has ended
- Obtain in-depth knowledge of engine and data authoring tools to identify potential areas for improvement, to grow troubleshooting expertise, and to directly support game and level designers should they encounter issues

What you bring:

- Ideally ~1-2 years of technical design experience / Alternatively equivalent experience in a related field:
  - level or game designer with a strong focus on technical implementation
  - gameplay programmer with a strong focus and understanding of game or level design
- Solid experience and knowledge of:
  - (Visual) Scripting languages and programming concepts
  - Game editors and engines
- Demonstrated understanding of design principles and the workflows needed to achieve them

- Ability to work with complex logic and data structures which are reusable and modular
- Solid organizational skills
- Ability to write clear and concise technical documentation for technical and non-technical audience
- Being creative (original and resourceful in finding solutions)
- Good communication skills and desire to build strong ties with both technical and design departments on the project
- Being proactive and solution-oriented
- Ability to communicate constructively with positivity and respect for others
- Ability to give and receive feedback and drive the iterative process
- Good English verbal skills, both orally and in writing

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

What we offer:

- Relocation support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops, and access to our training and development platform as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Child day care costs: Up to 350€ per child per month
- Company Pension Scheme: We offer an attractive company pension scheme
- Gym subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English and German online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program for affiliated retailers, shops, and service providers

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

For further information, please check https://berlin.ubisoft.com/en/.