



Senior Game Designer [Rainbow Six Siege]

Düsseldorf - Full-time - 743999716563664

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As a seasoned and professional Game Designer you will review designs for specific features, ensure quality, and establish best practices to share with the team. Additionally, you will be expected to perform hands-on design work as necessary. Your ability to inspire and collaborate with multidisciplinary teams and mentor other designers will be key to your success in this role.

Your tasks

- Work closely with product owners, directors, and other leads to push project quality and ensure that game design is in line with the project's creative vision, technical guidelines and standards
 - Consistently monitor the quality of the game design and actively participate in the constant improvement of work methods and pipelines
 - Inspire, mentor, and challenge game designers in order to develop their creative and technical skillsets
 - Create an environment which allows for open dialogue and encourages new creative ideas, participation and effective collaboration of all team members
 - Provide regular reviews and meaningful feedback on performance and development to team members in a clear and constructive manner
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- 5+ years of experience within game design; including shipping at least one AAA title
 - Strong game design skills and thorough understanding of overall game design processes
 - Solid knowledge of game production pipelines and familiarity with common scheduling, task and issue tracking tools (such as Perforce, Jira, etc.)
 - Team player with a positive attitude and superior motivation to create high quality content
 - Strong verbal and written English skills; German skills are a plus

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a

lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care, company pension scheme
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal.

For further information please check bluebyte.de and duesseldorf.ubisoft.com