



# Senior Technical Designer (f/m/d)

**Berlin - Full-time - 743999872210957**

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## The Role

A Senior 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
- Mentor junior members of the technical design team and other designers interested in growing their technical expertise

## What you bring:

- Extensive 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
- Strong organizational skills

- Ability to write clear and concise technical documentation for technical and non-technical audience
- Being creative (original and resourceful in finding solutions)
- Great 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

### Relevant Experience

- Ideally ~3-5 years of technical design experience with at least 1 shipped title and exposure to a full project life cycle or equivalent experiences

### 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
- Please provide a portfolio with examples of your previous work/projects - be sure to check the link is working when applying (only for art roles etc.)

### Your benefits:

- 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
- Discounted 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
- Up To 350€ Childcare Support Per Child Per Month: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- 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
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you
- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and

New Year's Eve and approximately 10 bank holidays in the Berlin region

- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

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, please check <https://berlin.ubisoft.com/en/>.