



# Game Designer [Beyond Good and Evil 2] (f/m/d)

**Mainz - Full-time - 743999713187708**

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Beyond Good & Evil 2 is an action-adventure sci-fi RPG and set in the same universe as Ubisoft's original cult classic. Join the crew at Ubisoft Mainz and help us create the best possible experience for our players. As Game Designer, you will be responsible for developing game systems and controls in order to bring the vision of the game into a playable experience.

Responsibilities:

The main and routine functions of the Game Designer are to:

- Take ownership of core mechanics and controls, makes a plan for how they should be used in game, and works closely with Programming, Art and Level Design departments to drive development towards the games creative vision
- Create game systems that answer the needs of the game with regard to the targeted experience for the player, while observing the production directives of the game;
- Standardize, document and communicate the systems to the game team. Regularly update documentation regularly to offer a useful work reference to the whole team, at all time;
- Participate actively to the production of prototypes in order to adjust and validate systems prior to starting production. Assess the success of prototypes by measuring how objectives are met, using relevant quantitative and qualitative assessment techniques;
- Describe typical game situations (skills vs. obstacles) and collaborate with the Level Designer to set the basic game elements and how they will be distributed throughout the game depending on the difficulty level, the need for variety and the optimal learning curve;
- Create a control scheme that is both comfortable and easily mastered, by applying the relevant ergonomic principles (accessibility and usability);
- Define the information needed by the player to make interesting choices and adapted to his/her situation in the game, interface or menus. Collaborate with other departments to ensure the optimal communication of this information;

## What it takes to make it

- Minimum of 3+ years' game design experience;
- Ideally have shipped at least one console/PC titles in some capacity
- An understanding of gameplay flow, game systems and scripting
- Strong communication, interpersonal, and organizational skills
- Ability to work well under pressure and deadlines;
- Art or engineering skills a plus.

## Your benefits:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other teams
- Fresh fruits, discounted gym membership, corporate benefits and support for child care
- Free bike rental or lease your own bike
- Working in an innovative and international company

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. The application should include your resume, a cover letter including your earliest starting date, expected salary and why you would like to join us.

For further information, please check <https://mainz.ubisoft.com/en/>