



Lead UX Designer

Job Purpose

Lead, manage and foster a team that can deliver world -class User Experience for the project. Represent the UX team within a collaborative multidiscipline environment. Define and track the schedule for the team, manage and mentor team members and be a key voice for the UX design of the project.

Leadership Responsibilities

- Build an effective team to ensure it is fully resourced, a manageable size and a good mix of levels and foster the team culture.
- Plan, prioritise and set inspiring objectives for your team members all year long.
- Empower your team members with clear expectations and hold them accountable for their key results.
- Provide your team members with ongoing and meaningful feedback on performance and development -- ensuring positive acknowledgment of all achievements, both big and small.
- Enable your team members to reflect and prepare for their future in their role and at Ubisoft.
- Engage and positively influence team members and stakeholders around a vision.
- Create the environment for initiatives and ideas to emerge and grow.
- Care about people and be exemplary and supportive.
- Assess team morale, determining the root causes of issues and implementing relevant solutions.
- Communicate with impact and promote an open dialogue within your team, your project, the studio and Ubisoft as a group.

Job Responsibilities

- Be a champion for UX in project-wide meetings and translate the work being undertaken by other teams into opportunities for the UX experience, ensuring that UX is part of the game feature development process.
- Support the Creative Director in assessing the high-level project needs, quality, and priorities.
- Plan, distribute and supervise project UX work.
- Coach & mentor team members on all aspects of design – from methodologies to execution
- Lead the development of personas, user flows and scenarios, goal/task analyses, and other key tools of user-centred design
- Conduct usability testing and translate findings into product improvements
- Lead the digital experience design process
- Work effectively and independently with stakeholders, subject matter experts and users
- Manage the team's activities of analysis and process design to create high-quality solutions that provide great experiences

Skills and Knowledge

- Excellent communication and presentation skills;
- Strong organisational skills;
- Attention to detail;
- Understanding of player behaviours and interactions;
- Excellent understanding of 3Cs, usability and UI design best practices;
- Results-oriented and customer focused;
- A comprehensive working knowledge of applications related to
- Understanding of user testing principles and how to carry out these kinds of tests;
- Excellent understanding of video games and how they affect design and accessibility;