



User Researcher [Assassin's Creed/Splinter Cell VR] (f/m/d)

Düsseldorf - Full-time - 743999742909924

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As user researcher, you will be responsible for preparing and running studies assessing the usability and appreciation of our games in order to validate the game design. This includes preparing the study protocol, data collection tools, data analysis, interpreting and reporting this data to answer the various objectives and needs of the production teams and the studio.

The project you will be working on is Assassin's Creed VR. This position requires you to work from Germany and relocation is necessary.

- Experience and deep understanding of VR and user comfort
- 3 years minimum in a similar position or any other relevant research experience
- Excellent research skills (develop appropriate methods to answer research objectives, conduct appropriate analyses and communicate findings efficiently)
- Degree in ergonomics, HCI, cognitive psychology or any other relevant training or experience
- Experience in accessibility and inclusive research and design
- Be proactive, innovative, autonomous and able to work under pressure
- Be organized and able to manage multiple projects simultaneously
- Being able to handle customer contacts during tests including interviewing skills
- Excellent written and oral communication skills in German and English
- Proficient knowledge of qualitative and quantitative research methods and tools
- Master Office suite
- Good knowledge of the videogame industry
- Passion for games
- Fluency in German language essential due to the testing environment

Bonus

- Experience in game design is an asset
- Statistic knowledge and use of statistics programs (e.g. R) is an asset

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.

- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
 - 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.
 - Development Support: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, paid self-study hours and library.
 - Free English and German; The business language in the studio is English. No German is required to work with us.
 - Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
 - Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
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- Gym Subsidy
 - Monthly Travel Budget
 - Discounted Ubisoft Games
 - & more

Living in Düsseldorf

Düsseldorf is a very international city close to the border of Germany famous for its Japanese culture. With Japanese gardens, "Little Tokyo" area for Asian cuisine and celebrating Japan Day along the River Rhine each year Düsseldorf is a lively and multicultural city. Art Galleries and Museums can be found as well as the "Old City" - a lively area of bars and restaurants amongst traditional German architecture. Two hours from Paris, Amsterdam, the UK and Hamburg - an excellent location to explore Europe even on a weekend. A large Deer park offers a natural sanctuary for those needing a break from the city life. More suburban areas surround the city for those looking for a more relaxed pace.

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

The application must include your resume, and a cover letter detailing your earliest starting date, salary expectations and motivation.

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

Ubisoft Blue Byte GmbH

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Sitz der Gesellschaft: Düsseldorf
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