



User Research Project Manager - [Assassin's Creed VR] (f/m/d)

Düsseldorf - Full-time - 743999743766198

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999743766198-user-research-project-manager-assassin-s-creed-vr-f-m-d?oga=true>

As a User Research Project Manager URPM you will work with different User Research labs where your efforts will directly impact the final outcome of our new Assassin's Creed VR game in development. By determining cost-effective solutions for understanding, measuring and improving usability, comfort, player engagement, curiosity and satisfaction, developing and co-ordinating play test plans based on user research methodology and established processes you will help collect learnings to be integrated into the project on a global scale.

You'll lead, empower and advocate the findings of our passionate UR team. With your excellent communication skills you will collaborate with various stakeholders including Directors (Gameplay, Mission, Vission, etc.), Production, POs & Game designers, User Researchers & other User Research Managers, Data analysts, Devops & QA/QC By working with international production staff you will ensure quantitative and qualitative feedback is gathered and acted upon for optimal player appreciation.

Rely on your project management strengths, your user research knowledge and your analytics skills and knowledge to fulfill your mission;

- Build from the ground up and execute a user research strategic plan from the conception phase to live game operations, based on production team priorities, design pillars and UX objectives
- Be a core player in the decision-making process, impacting the quality of the content and player experience, through your influence on the core team's focus and decisions
- Be fully embedded on the production floor as a part of the production staff; being the main point of contact for the various playtesting facilities and project stakeholders regarding user research
- Take full advantage of a seasoned team that provides expertise and skills on multiple key domains like player behaviour, neuroscience, data science, data visualization, machine learning and much more
- Access and coordinate a network of several user research teams all over the world to work with

Please note: This is a permanent position in the studio and requires relocation (no remote

work available)

What You'll Bring As A Person

- Passionate about games and understanding player behaviours, wants and needs
- A natural at intellectual empathy; being able to be the player's advocate as well as deal with multiple and diverse stakeholders with various priorities, perceptions and interests;
- Focused on delivering results that yield actionable findings emerging from studies that meet and surpass industry standards in terms of industrial approach;
- A collaborative team-player; who easily understand the benefits of working with other experts and playing on each other strengths to optimize efficiency and quality;
- Highly organized, capable of leading multiple studies and projects on operational subjects, while keeping the strategic objectives in sight in large team environments;
- Able to evolve in a complex ecosystem, adapting to standards and processes in place while continuing to improve and innovate them;
- Expecting people you work with to have fun while achieving highly ambitious goals.

Experience

- Coming into this role with a solid experience and a few relevant achievements in user research and/or analytics of your own
- Experience in UX design and VR is highly valued

Studio Life

Looking to be part of a fun, creative and passionate workplace with a great work life balance? In our open, international and friendly environment you will work with some of the best craftsmen in the industry. Our state of the art studio will inspire you to go above and beyond to create experiences that will stay with the players.

We want to help you stay an expert in your field and have guest speakers from the industry, workshops, online learning platforms, in-studio library and paid self-study time. With team events, various clubs, gaming groups, free German classes, you will find friends from all over the studio to bond with.

Living in Düsseldorf

[Düsseldorf](#) is a very multi-national city close to the border of Germany famous for its Japanese culture. A Japanese gardens, "Little Tokyo" area for Asian cuisine, and celebrating Japan Day along the River Rhine are a part of it's charm. 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 & Hamburg - an excellent location to explore

Europe even on a weekend. Nature parks offer a sanctuary for those needing a break from city life. More suburban areas surround the city for those looking for a more relaxed pace.

The application via our career portal must include your resume, and a cover letter (both in English) detailing your earliest starting date, salary expectations and motivation.

- Relocation Assistance provided
- Flexible work hours
- Monthly travel budget
- 26 days holiday, 11 days public holidays, 5 Care for your Sick Child days (all paid)
- Health Insurance (50% contribution paid by Ubisoft) and paid sick days
- Pension Scheme
- Gym subsidy
- Monthly childcare budget
- Discounted games & more

Diversity & Inclusion: (f/m/d = female, male, diverse) At Ubisoft we foster an inclusive environment. All applications are welcome!

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

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

Luise-Rainer Str. 7

40235 Düsseldorf

Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772