UBISOFT®
OSAKA

Job Openings	Game Designer
Job Description	Successful applicants will be responsible for the development of either video game software using Snowdrop, an internal engine developed by Ubisoft, and external engines. **Responsibilities:** Write clear documentation, create innovative and unique game design, find and mitigate risks and solve problems during development, iterate on ideas with the production team in San Francisco or Paris. <u>*Requirements / Skills / Qualifications</u> ▪ Both English and Japanese need to be at Business-level <u>*Desirable skills / experience</u> ▪ Experience working as a game designer in the video game industry
Employment Location	Nakatsu Center Building 3F 1-11-1 Nakatsu Kita-Ku 1 minute from Nakatsu Station (Midosuji-line) 12 minutes from Umeda Station (Hankyu-line) 15 minutes from Osaka Station (JR line)
Hours	10:00～19:00 (Regular working hours) *Lunch break: 60 minutes (13:00 - 14:00) *Prepaid overtime: ▪ Normal employees/26 hours and 40 minutes are included as part of the salary ▪ Leads/41 hours are included as part of the salary When overtime exceeds the hours above, extra compensation will be awarded
Salary	Example :3 million yen - 5 million yen (Annual) ※Determined based on the experience, ability and skills.
Benefit	▪ A full suite of insurance benefits（Health insurance、welfare annuity insurance、unemployment insurance、worker's accident insurance） ▪ Life insurance (covered by the company) ▪ Regular health checkups ▪ Congratulations and condolences bonus ▪ Childcare/nursing care assistance (childcare leave, nursing care leave, shortened work days)
Vacation	▪ Two days off a week (Saturday and Sunday) ▪ National Holidays ▪ Annual paid time off (10-20 days) ▪ Year-end break ▪ Special occasion holidays
Language Level	Japanese - Business level English - Business level