



Associate Game Director

Quebec City - Full-time - 743999971535293

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As an Assistant Game Director at Ubi Québec, you will play a hybrid role of designer and manager, having an impact on a team of designers and on the various games of the Assassin's Creed brand. You'll help create systems and mechanics, then develop a clear plan of action to implement them. You'll supervise your team in the production process, managing their creative work, planning tasks and setting realistic deadlines. You will also interconnect with the various Assassin's Creed game teams and work with them to establish innovative solutions.

As an empathetic mentor, you'll recognize and develop your designers' strengths, and create an environment of trust to foster their success. With your understanding of the methods and tools for creating, solving and exploring design, you can step in as needed to help your team bring all features from concept to completion.

What you'll do

- Collaborate with the Content Director and Platform Director to develop the overall product vision;
- Create a project scope plan (timelines, number of systems and mechanics, etc.);
- Meet with your design team to set priorities, discuss progress, find solutions, solve problems, share experience, provide feedback and coaching, etc;
- Supervise your team in the development of their features (progression, game mechanics, etc.) and documentation (creative briefs, feature approvals, etc.);
- Work with directors, designers, programmers, artists, animators and other production teams to ensure communication and total consistency;
- Adapt to technical and production constraints + participate in the search for solutions to correct defective functionalities;
- Keep abreast of industry best practices and develop your skills and knowledge;
- Develop a culture of sharing and continuous improvement within the business community;
- Contribute to a safe, inclusive and positive work environment and escalate issues that may affect employees or the project;
- Address conflict situations and behavioral issues by seeking support from the HR team or the team's production manager as needed;
- Participate in recruitment to expand the design team.

What you bring

- A degree in video game creation, project management, or equivalent (undergraduate degree is an asset);
- Experience in video game development or other relevant experience (live/online game

development is a real asset);

- Extensive experience with game engines (e.g. Unity or Unreal), productivity software (word processors, spreadsheets, etc.) and management software (e.g. Jira) * Innovative and collaborative spirit.
- Innovative and collaborative spirit;
- Excellent problem-solving, organizational, communication, interpersonal and presentation skills;
- Critical thinking, curiosity, resourcefulness and flexibility;
- A broad understanding of the market and a (burning) passion for video games;
- Mentoring skills and empathy;

**Knowledge of 2D art tools (e.g. Photoshop) and 3D software (e.g. 3DS Max) = a big plus!*

What to send our way

- Your resume highlighting your education, experience, skills, and any games shipped;
- Please feel free to send us samples of your work (attach files or send us a link to your demo reel or online portfolio).

Working at Ubisoft means

- A hybrid and flexible work mode, 6 weeks of vacation in your first year, an enriched parental leave, a Ubi gym directly in our offices, a complete group insurance program, [access to complete Dialogue telemedicine services](#), an RRSP with a contribution from Ubisoft, an advantageous bonus program, concrete measures to ensure the right to disconnect, the option of working part-time and much more. [Click here for all the details.](#)
- Joining a team of 21,000 Ubisoft employees working across more than 40 locations around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their dedication and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come;
- Working for an equal opportunity employer who believes that diversity of backgrounds and perspectives is essential to creating worlds where gamers and their teams can thrive and express themselves. It's about taking on exciting challenges, being at the forefront of cutting-edge technology and being part of the future of entertainment.