



Game Director [For Honor]

Montreal - Full-time - 743999996440300

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As a Game Director at Ubi MTL, you'll transform a creative vision into a variety of systems and mechanics that combine to create an engaging experience for players to enjoy. You will provide your team with the general guidelines to design their specific gameplay features and allow them the flexibility to experiment and iterate.

While your designers focus on their areas of ownership, you'll pay attention to the larger picture, overseeing the game's overall outcome: progression, pace, balance, and - of course - quality. You will ensure that all elements related to design work together cohesively to fit the intended experience and make it fun.

What you'll do

- Work with the creative director and other core team members to **define the game** and **unify your visions**.
- Develop your **game design direction** + communicate (and emphasize) it across the production floor.
- **Support** your game designers in developing their features (e.g. gameplay rules, progression systems, combat systems, weapon attributes, artificial intelligence behaviours, 3Cs, etc.) + provide mentorship and constructive feedback to achieve quality.
- Collaborate with **interdependent teams** to align all design, technical, graphic, and narrative elements.
- Review and discuss **budgets & timelines** with the producer + keep the editorial team up to date on progress and milestones.
- Adapt to **technical and production constraints**, feedback, and play test results; readjusting your design direction when need be.
- **Follow up** on features post-launch to improve, add, or remove components; interpreting data to inform decision-making.
- Occasionally **travel locally and abroad** to present the game, meet with external partners, visit co-dev studios, etc.
- Anticipate **technological advancements** and stay up to date on market trends to evolve our production processes and define our best practices + share them with our studios.

What you bring

- Around 7 years of game design experience or related experience + 3 years of leadership
- In-depth knowledge of game engines (e.g. Unity or Unreal) & their limitations, Photoshop, and the Office Suite (especially Excel and PowerPoint)
- A highly innovative, empathetic, creative, and collaborative spirit

- Live content management experience
- Competitive online gaming experience
- Experience in implementing game mechanics to improve player retention
- A degree in Game Design or equivalent
- Excellent communication, interpersonal, presentation, problem-solving, organizational, and mentorship skills
- Critical thinking, curiosity, resourcefulness, and plenty of flexibility
- Ability to sift through data and come to meaningful conclusions
- Familiarity with online gaming communities and live streaming platforms (e.g. Twitch)
- A solid understanding of the market & a (fiery) passion for video games

What to send our way

- Your CV highlighting your education, experience, skills, and any games shipped
- Samples of your work (attach files or send us a link to your demo reel or online portfolio)

About us

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment 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.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.