



Game Director

Toronto - Full-time - 744000054274641

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As a Game Director at Ubisoft Toronto, you transform a creative vision into a variety of systems and mechanics that combine to create an engaging experience for players to enjoy. You provide your team with the direction 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 pay attention to the larger picture, overseeing how the overall player experience and game systems are coming together: Core game loop, gameplay depth, user experience, progression, pace, balance, and – of course – quality. You ensure that all elements related to design work together cohesively to fit the intended experience and make it fun.

The daily life of a Game Director at Ubisoft Toronto:

- Work with the creative director and the dev team to define the game by creating a vision that is innovative, strong, appropriate, fitting with IP, and implementable by the team;
- Develop your game design direction to make a truly fun and engaging experience. Evangelize this direction across the production team;
- 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;
- Inspire and 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;
- Understand and employ user experience design by upholding benchmarks for discoverability, player understanding, cognitive load, and by supporting UX testing.

- A college diploma in Game Design or equivalent;
- At least 7 years of game design experience + 3 years of leadership in game production;
- 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;
- 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 gaming market & a passion for video games.

What to send our way:

- Your CV, highlighting your background, skills, and any games shipped

We Offer:

- **Six weeks of vacation**
- **An enhanced parental leave program**
- **A hybrid, flexible work model**
- **Comprehensive Total Rewards Package:**
 - Disability Insurance
 - Dental Insurance
 - Extended medical insurance
 - (Optional) RRSP contribution
 - Relocation Assistance
 - Bonus (If Applicable)

Please note we are committed to promoting a flexible working policy, as we value in-person interaction and collaboration. Our hybrid work model includes a minimum of 3 days a week in our office and the remaining 2 days working from home. Also, if you reside outside Ontario or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

You can learn more about Life at Ubisoft here: <https://toronto.ubisoft.com/life-at-ubisoft/>

Join Us!

At Ubisoft Toronto, we believe diversity is our studio's biggest strength. We're committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values - trust, integrity, excellence and care.

We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+. Ubisoft Toronto is committed to providing accommodations for accessibility upon request.

Please [read our Code of Conduct](#) prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best possible place to work and grow. Knowing and respecting our Code of Conduct's principles and guidelines is key to achieving that goal.

If this sounds like your kind of studio, what are you waiting for?

Ubisoft's Mission

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission to 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. If you are excited about solving game-changing challenges, cutting edge technologies, and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.