Technical Director Level Design

Toronto - Full-time - 744000066029895

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The technical director level design will ensure the quality of the technical content produced by their working unit. The incumbent must optimize team productivity through pipeline processes by taking online user needs into account. The TD will carry out his tasks by adequately determining project needs, implementing effective tools and methods to maximize data integration in the game engine and provide technical support for their team.

The main and routine tasks of the technical director are to:

- Define their team's technical needs to carry out the creative vision (design and artistic) by validating the game features and challenging the interpretation to assess technical feasibility.
- Acquire the best internal and external tools, in collaboration with the programming team and other project TDs, to enhance and facilitate the work of the working unit by supervising feasibility of technological elements, asking that existing tools be adjusted, requesting new tools, or validating the effectiveness of the tools provided before they are deployed on the project.
- Establish the vision for the best work methods and data structure (data and assets) to standardize work methods and ensure the validity and integrity of the data (meet standards and minimize debugging) by validating or drafting pipeline documents and setting out a common classification system.
- Determine enhancements and resolve issues in close collaboration with programmers to provide technical support to the working unit and to empower specialists in its domain.
- Remain informed of new technical and technological developments to be able to apply these developments on the project whenever relevant and share project developments with peers (TDs on other projects and in other working units).
- Help plan the work in collaboration with the person who oversees planning based on the scope of each task and the impact of the working unit to establish a compromise between quality objectives and delivery constraints (time, costs, resources, etc.).
- Follow up on the tasks of associate TDs (if applicable) to assess the progress of the deliverables and coach TDs to ensure that their careers progress.
- Contribute to external tools selection (engine, plug-in, E-confluence, etc.) to ensure that working units' needs are considered by assessing existing tools and helping to design and test new tools whenever necessary.
- Driving the optimization and debugging to fix the issues raised in his field of expertise.
- Carry out all other related task

Training

- Diploma in their working unit for game design or equivalent.

  - **Relevant Experience**
  - Minimum 5 years' experience in the video game sector or other relevant experiences.
  - Experience in their working unit at all game production phases.
  - Experience on 2-3 games productions.
  - Experience as an associate TD an asset.
  - In-depth knowledge of game engines (e.g. Unity or Unreal) & their limitations, the Microsoft Office suite (especially Excel, PowerPoint, and Visio) and the Adobe Suite (especially Photoshop)
  - Familiarity with bug tracking software (e.g. Jira), version management systems (e.g. Perforce), and basic programming

Skills and Knowledge

- User focus.
- Vision.
- Time and priority management skills.
- Coaching skills.
- Ability to draft technical documents (in French).
- Good communication and interpersonal skills.
- Influence.
- Stress and change management skills.
- Resourcefulness in problem-solving.
- Rigour.
- Curiosity.
- Proficiency in English (good communication skills, ability to draft technical documents).

About us

Ubisoft's 19,000 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 Toronto, 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