



Technical Director - Programming (New IP)

Montreal - Full-time - 744000074804080

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They are responsible for the technological development and the on-time, on-budget, and high-quality delivery of a game, in close collaboration with the producer and creative director.

The person in this role defines the technological scope of the project in close partnership with the IT project leads and the Pipeline Technology Direction used for the game.

As part of a project within an established brand structure, they are also responsible for working closely within the technological framework defined by the brand

What You'll Do

The main and recurring responsibilities of this role include:

Technology Strategy & Alignment

- Define and drive the project's technological direction.
- Ensure the integration of production pipelines and alignment with brand and pipeline roadmaps.
- Influence strategic orientations of the pipeline based on the project's needs.
- Ensure coherence between the project's ambitions and technological constraints.

Planning & Execution

- Develop the project's technological development plan.
- Prioritize deliverables and adjust plans according to risks, delays, or necessary trade-offs (time/quality/budget).
- Track key milestones, deliverables, and manage associated risks.

Leadership & Collaboration

- Work closely with the producer, creative director, and CPI (IT project leads).
- Mentor, coach, and structure the technical team.
- Provide strong leadership, especially during critical situations.
- Offer strategic feedback and solutions when facing technical roadblocks.

Operational & Budget Management

- Build and manage the pipeline's operational budget.
- Analyze the return on investment of pipeline iterations.
- Identify technology partners and manage vendors.

Vision & Growth

- Contribute to defining the short-, mid-, and long-term vision for the pipeline.
- Propose technological evolutions aligned with the strategic objectives of both the project and Ubisoft.
- Experience in at least one full AAA video game production (asset), in a technical leadership role
- Professional experience in supervising or leading a team
- Ability to clearly articulate and communicate a vision and strategy
- Strong experience in developing, debugging, and optimizing tools and technologies for AAA game engines
- Extensive hands-on experience with C++

- Desire to find the best-fit solutions to complex problems, balancing the needs of stakeholders with differing priorities

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

We embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Note, that some roles are fully office-based and are not eligible for hybrid work.