Game Director [For Honor]

Montreal - Full-time - 744000109091495

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As a Game Director on For Honor, 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.

- Around 7 years of game design experience or related experience + 3 years of leadership;
- Experience in 'live' competitive games;
- 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;
- 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.