Creative Director [Assassin's Creed: Codename Invictus]

Montreal - Full-time - 744000110395217

Apply Now:
https://jobs.smartrecruiters.com/Ubisoft2/744000110395217-creative-director-assassin-s-creed-codename-invictus-?oga=true

When you're a Creative Director at Ubi MTL, you define and communicate the high-level vision that shapes the game we produce.

Responsible for setting the overall creative direction, you foster an environment of collective creativity that inspires teams to come up with the best ideas that they can to support it.

You keep everyone's efforts channeled towards the same goal, the same common vision. You make sure that every choice made throughout production fits the feel of the game and brings its intended experience to life for players across the globe.

What you'll do:

- Define a clear, cohesive creative vision for the game.
- Work closely with other core team members to develop their specific parts of the vision + unify your concepts to tie together all design, graphic, narrative, and technical elements.
- Communicate (and emphasize) the creative direction across the production floor to guide teams.
- Pitch the game vision to the editorial team and upper management + represent your team and the project to them.
- Validate the consistency and quality of the game + ensure creative alignment between branding, experience, and strategy.
- Review and discuss production priorities, timelines, and scope with the producer.
- Travel locally and abroad to present the game, meet with external partners, visit co-development studios, etc.

- Around 7 years of leadership experience in the video game industry: you're a creative leader with a vision for the future of games.
- Exceptional organizational, interpersonal, and presentation skills.
- Effective cross-departmental communication: you have the know-how to comfortably communicate with all disciplines (programming, art, design, marketing, and so on).
- A highly collaborative and innovative spirit.
- The ability to take technical and production feasibility into account when coming up with concepts.
- Mentorship: you're motivated to share your expertise to guide the next generation of creatives.

- Autonomy in using presentation and design tools (e.g. PowerPoint, Photoshop, Illustrator, etc.).
- Knowledge of game engines (e.g. Unity or Unreal) and their limitations.
- Familiarity with project management software (e.g. Jira).
- 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.