



# Visual Design Art Director [March of Giants]

**Montreal - Full-time - 744000116636347**

## Apply Now:

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As a **Visual Design Art Director** at Ubisoft Montréal, you will lead the **2D visual art direction** of the game. You will be responsible for visual quality, artistic consistency, and clearly translating the game's vision across all visual assets. Working closely with the art, UI, and art direction teams, the Visual Design Art Director plays a key role in shaping a strong and cohesive visual identity throughout development.

## What you'll do

- Define and champion the game's **2D visual art direction**, aligned with the overall artistic vision
- Create and validate **visual concepts** using briefs, mood boards, sketches, and references
- Oversee the **user interface visual signature**, including menus, navigation, HUD, and visual feedback
- Clearly communicate **artistic intent** through visual references, guidelines, and presentations
- Coordinate and guide the team to ensure **quality, consistency**, and alignment with the vision
- Collaborate closely with **game directors**, artists, and production teams
- Provide **clear, constructive feedback** and suggest visual improvements
- Ensure the **visual identity** remains consistent throughout all development phases

## What you bring to the team

- Proven ability to **define, communicate, and defend an art direction**
- Strong **visual and artistic culture**, including graphic design and motion design
- Solid experience in **2D visual design** for interactive or audiovisual projects
- Comfort **collaborating with and leading creative teams**
- Advanced knowledge of the **Adobe Creative Suite**
- Working knowledge of **game engines**, including **Unreal Engine**
- Ability to **manage multiple projects** and priorities simultaneously
- Professional proficiency in **French and English**
- Understanding of **UX principles applied to game interfaces**

## What to send our way

- Your CV highlighting relevant skills and experiences
- A **portfolio** showcasing your art direction, 2D visual design, and UI work