



Audio Director

Montreal - Full-time - 744000117387417

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As an **Audio Director** at Ubisoft **Montreal**, you will define, guide, and elevate the audio vision of a game project. You will ensure audio quality, consistency, and clarity as a core gameplay element, while aligning audio systems with the game world, gameplay, and creative direction.

What you'll do

- Lead and embody the **overall audio vision**, including soundscape, gameplay feedback, spatialisation, music, and mix, ensuring consistency, clarity, and alignment with the game world and gameplay.
- Translate the audio vision into **clear, actionable, and prioritised direction** for audio teams while owning trade-offs between quality, clarity, performance, and delivery constraints.
- Communicate the **audio vision** clearly to the team through visual, written, and audio references.
- Guide audio strategy within **Unreal Engine** while collaborating with teams to ensure audio systems support creative and technical goals across the project.
- Identify **technical audio needs** and align with technical architects and technology teams.
- Set the **musical direction** and collaborate on composer selection with creative leadership and sound studios.
- Partner with programmers and technical directors to **design and implement audio integration pipelines**.
- Plan **audio team resources and budgets** in collaboration with production partners.
- Establish and improve **best audio production practices** to ensure data quality and workflow efficiency.
- Supervise, review, and coach the audio team to maintain **artistic and technical quality standards** and support **professional growth**.

What you bring to the team

- Proven ability to **define and communicate an audio vision** for interactive projects.
- Strong **leadership and collaboration skills** within multidisciplinary teams.
- Strong understanding of **digital audio workstations** and the **audio pipelines** used in creative production.
- Solid knowledge of **music composition**, sound design, and interactive audio systems.
- Experience working with **Unreal Engine** in a game production environment.
- Experience guiding **audio integration in game engines** and real-time environments.
- Ability to make audio decisions that balance **creative intent, technical performance**, and project constraints.
- Good understanding of **studio recording practices** and professional audio equipment.

- Ability to provide **clear, constructive feedback** that supports quality and team growth.

What to send our way

- Your CV highlighting relevant skills and experiences.
- Examples of shipped projects or audio work that demonstrate your impact and leadership.