



Creative Director [Assassin's Creed]

Montreal - Full-time - 744000125413397

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As a **Creative Director** at Ubisoft Montreal, you define and communicate the high-level creative vision that shapes the game throughout its development. As a **Creative Director**, you bring teams together around a shared vision and ensure that every creative decision supports the core identity of the game and the intended player experience worldwide.

What you'll do:

- Define and champion a **clear, cohesive creative vision** for the game.
 - Partner closely with **production, art, and design leadership** to align discipline-specific visions.
 - Communicate and reinforce the **creative direction** throughout production.
 - Present the **game vision** to editorial teams and senior leadership, representing the project and teams.
 - Ensure **creative consistency and quality** across the game, brand, and player experience.
 - Align on **priorities, scope, and timelines** with production leadership.
 - Foster a **collaborative creative culture** that encourages innovation.
 - Travel as needed to present the game, meet external partners, and visit co-development studios.
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- Strong **creative leadership** with the ability to define and sustain a long-term vision.
 - Clear and effective **cross-discipline communication** skills.
 - Excellent **presentation and interpersonal abilities**.
 - A collaborative mindset with a focus on **innovation and teamwork**.
 - Ability to balance **creative ambition with technical and production realities**.
 - A passion for **mentorship and knowledge sharing**.
 - Comfort using **visual and presentation tools** to communicate ideas.
 - Understanding of **game engines** and their production constraints.
 - Familiarity with **project management tools**.
 - A strong **market awareness** and a genuine passion for games.

What to send our way

- Your CV highlighting relevant skills and experience.
- Examples of shipped projects or creative work you contributed to.