



Game Director [Assassin's Creed]

Montreal - Full-time - 744000125816429

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As a **Game Director** at Ubisoft Montreal, you will turn a creative vision into a cohesive and engaging game experience. You will guide the game design team by providing clear direction while encouraging experimentation, iteration, and collaboration. You will maintain a holistic view of the game, ensuring progression, pacing, balance, and overall quality align with the intended player experience.

What you'll do:

- Partner with **creative leadership** and studio leadership to **define the game vision** and align teams.
 - Develop and clearly communicate a strong **game design vision** throughout production.
 - **Support and mentor game designers** in building **gameplay mechanics, progression systems, combat systems, and artificial intelligence behaviors**.
 - Provide **constructive feedback** to help teams reach a high standard of quality.
 - Collaborate with **cross-functional teams** to ensure cohesion across design, technology, art, and narrative.
 - Work with production to review **budgets** and **schedules**, and communicate progress and milestones.
 - Adapt design direction based on **technical constraints**, production realities, and **playtest feedback**.
 - Oversee **post-launch feature follow-up**, analyze data, and guide improvements or adjustments.
 - Stay informed on **market trends** and **emerging technologies** to evolve best practices and share knowledge across studios.
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- Strong background in **game design** and **design leadership**.
 - Deep understanding of **game engines** such as **Unity** or **Unreal** and their limitations.
 - Ability to communicate vision clearly and **lead teams through decision-making**.
 - **Collaborative, empathetic**, and quality-driven mindset.
 - Excellent **communication, presentation, problem-solving**, and **organizational** skills.
 - Ability to **analyze data** and translate insights into design decisions.
 - Familiarity with **online gaming communities** and live streaming platforms like **Twitch**.
 - Curiosity, adaptability, and a strong passion for games and the game industry.

What to send our way

- Your CV highlighting relevant skills and experience.
- Examples of shipped games, design documentation, or other meaningful game design contributions.