



# Creative Director [Assassin's Creed]

**Montreal - Full-time - 744000125816642**

**Apply Now:**

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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.