Narrative Director [Assassin's Creed]

Montreal - Full-time - 744000126400479

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As a **Narrative Director** at Ubisoft **Montreal**, you will define, structure, and evolve the long-term narrative vision of the brand. Working closely with the Head of Content, the Content Director, and the Franchise Game Director, you will help ensure a consistent player experience, a strong narrative identity, and a shared writing culture across projects, while respecting each team's creative autonomy.

This role acts as a strategic reference and narrative architect for shared narrative foundations. You will collaborate closely with Creative Directors and Narrative Directors on each project, who remain accountable for the creative vision, quality, and final narrative experience of their games.

What you'll do:

- Define a long-term **narrative vision** aligned with brand themes, tone, and player experience.
- Establish **core narrative principles** that guide the evolution of a shared universe.
- Align **project narrative leaders** and franchise stakeholders around a common vision.
- Design and oversee **shared narrative systems**, including canon lore, cross-project character arcs, and narrative frameworks.
- Ensure **coherence and scalability** of the narrative ecosystem across the brand.
- Support projects when intentional narrative deviations are needed.
- Build and maintain a **narrative roadmap** aligned with brand strategy.
- Act as a strategic partner to project teams on **storytelling, pacing, and narrative integration with gameplay**.

- Proven ability to **structure narrative at a brand level** over the long term.
- Strong understanding of **player experience coherence**, narrative identity, and brand strategy.
- Experience collaborating closely with **Game Directors and Creative Directors**.
- Demonstrated **influence-based leadership**, aligning teams without direct authority.
- Strong **strategic communication and synthesis** skills.
- Ability to foster **best practices** and shared narrative culture across multiple studios.
- Solid understanding of **AAA game development pipelines**.
- Curiosity and engagement with **narrative innovation** in games and related media.

What to send our way

- Your CV highlighting relevant skills and experiences.
- Examples of narrative work, frameworks, or shipped projects relevant to the Narrative

Director role.