



# Director - Gameplay (R6 Siege)

**Montreal - Full-time - 743999966270184**

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**What you'll do**

- Work in close collaboration with the creative/narrative director and project to develop concepts;
- Ensure that the message is clear and the narrative is in line with the vision for the title;
- Structure and organize the content so that it contributes to project, player and spectator satisfaction;
- Suggest various ways of communicating a visual message based on project objectives;
- Validate project deliverables and lead content and brainstorming meetings;
- Provide feedback and support and work with production teams to meet quality objectives by the deadlines;
- Communicate the content objectives to the graphic design team with the art direction's approval;
- Play an active role in producing game trailers, if applicable;
- Oversee the production of the signs and feedback of a gameplay feature;
- Develop and structure pre-visualisation documents of gameplay elements in collaboration with directors;
- Work with game designers to ensure that the definition of the form is in line with the functions;
- Understand production/feasibility constraints;
- Carry out all related tasks.

**What you bring**

- College diploma in a creative field;
- Bachelor's degree an asset;
- 7 years' relevant experience (video games, TV broadcasting or film);
- Strong technical skills and extensive cinematographic culture;
- Understanding of the cinematographic craft;
- Artistic qualities and multimedia art skills;
- Solid understanding of video games and extensive video game culture;
- Influence and positive leadership;
- Strong creative sense;
- Open-mindedness and consensus-building skills;
- Solid communication skills;
- Excellent customer vision.

**What to send our way**

- Your resume highlighting your education, experience, and skills;
- Please free to send us a portfolio of your previous work (attach files or send us a link to your website).

## **About us**

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown

**At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.**