



# Associate Game Director

**Montreal - Full-time - 743999971536323**

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The incumbent will support the game director, who must ensure that the game systems properly convey the creative vision and that the vision remains an integral part of the target player experience.

The candidate will also assist the game director in reaching the strategic design objectives set out for a project by guiding conceptual application in the game. The assistant game director will also support the director in overseeing the quality, variety and balance of the narrative systems and overall experience.

## **Responsibilities**

The main and routine tasks of this role are to:

- Work with the game director to ensure that the game design meets the vision that was set out;
- In collaboration with the director, help define best design methods for the project and inform the design team;
- Communicate quality and content expectations to the design team on a regular basis so that the systems take constraints onto account in order to ultimately create the optimum user experience for target players;
- Coordinate first-level validations for the elements that are produced based on the game designer's vision and/or follow up on and validate the data to guide the development of game systems and levels based on the game designer's vision;
- Translate the rational game design elements into elements that can be used by the level designer;
- Support the level design director in translating and deploying the game design elements into operable elements for the level designer;
- For multi-studio projects, harmonize design across all sites and help carry out tasks assigned to other design teams whenever applicable;
- Carry out all other related tasks.

## **Training**

- College diploma (AEC) in video game design and production or equivalent.

## **Relevant Experience**

- At least three (3) years' experience as a game designer or any other relevant experience
- Experience in supervising a team of game designers an asset

## **Skills and Knowledge**

- Client/user focus
- Creativity
- Influence and positive leadership
- Openness and ability to build consensus
- Solid communication skills
- Solid interpersonal skills
- Ability to communicate a vision

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