



Artistic Director (Visual Design)

Montreal - Full-time - 743999975558493

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999975558493-artistic-director-visual-design-?oga=true>

As an Artistic Director Visual Design at Ubi MTL, you are in charge of the quality and content of graphic and audiovisual productions. You will ensure that the elements produced are aligned with the game's vision and propose creative and innovative ideas and concepts.

Collaborating closely with artists and designers across production teams, you'll support them in pushing concepts further, producing consistent work, and enhancing player experiences through impactful visuals.

What you'll do

- Propose **graphic or audiovisual concepts** based on the client's brief in the form of a synopsis, mood board or sketch.
- Define the **artistic style** of the graphic or audiovisual mandate inspired from the game's artistic direction (reference films, competing games and design documents).
- Ensure that the **artistic vision** is communicated through the visual identity.
- Create **lit and original concepts** that support the game's positioning with the various project teams.
- Communicate expectations to the production team assigned to the mandate and ensure the **quality and content of the ambiances, sets, characters, narration**, etc. using visual references and documents that describe the artistic direction.
- Follow up and validate the team's finished work so the elements produced are in line with the initial brief and the game's vision, and ensure that the **quality is respected**.
- **Work directly** with the project director and artists.
- Produce **documents** such as GAP (Game Artistic Personality), brief, guide style.

What you bring

- Around 10 years of UI, visual design, branding, or art direction experience (in the video game industry, a huge plus) or other relevant experience
- A degree in Graphic Design, Communications, Multimedia, or equivalent
- An understanding of art fundamentals and artistic culture
- In-depth knowledge of the Adobe Creative Suite, Photoshop, and 3D software (e.g. 3DS Max)
- The ability to give constructive feedback and to convey an artistic direction + make it a shared goal
- A highly creative, collaborative, and innovative spirit
- Open-mindedness: you're receptive to new ideas and fresh perspectives
- Solid interpersonal and presentation skills

- Effective cross-departmental communication: you have the know-how to communicate with tech and creative teams alike
- A willingness to roll up your sleeves to get the job done!

What to send our way

- Your CV, highlighting your experience, education, and skills
- A portfolio of your best work (attach images or send us a link to your personal website or online portfolio)

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.