



# Audio Director

**Montreal - Full-time - 743999980115387**

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As the Audio Director at Ubisoft Montréal, you will ensure the quality of the audio content and its integration as a gameplay element. You will also supervise audio production and make certain that it is in keeping with the game vision.

## What you'll do

- Establish and document the technical and artistic audio charter based on the creative direction (reference films, games by competitors, design documents);
- Communicate the audio vision to the team and provide all necessary visual and audio documents and references needed;
- Help select the project engine to ensure that audio needs are considered by assessing existing engines, contributing to the design of the new engine (if applicable) and testing the final engine choice;
- Identify technical audio needs for the project and communicate them to the technical architect and Dare team (technology group);
- Set out the musical direction and the process to select composers, in collaboration with the creative director and sound studio;
- Design and implement audio element integration processes by working in close collaboration with programmers and technical directors to ensure proper integration;
- Determine project resource needs and set out the budget for the audio group with the producer/associate producer and follow up on the reassignments with the reassignment team, ensuring that employees are integrated with the project HR;
- Ensure that best work practices are implemented and optimized within the team to guarantee the validity and integrity of the data;
- Supervise the work of the audio team from the artistic and technical perspectives by providing individual feedback and/or organizing group audio reviews to ensure that the team's work meets quality standard and remains in line with the audio vision;
- Coach team members to foster their artistic and technical development so that they progress in their careers;
- Communicate and share knowledge and experiences with other directors (audio, sound studio, Dare team - technology group) to ensure the effectiveness of the audio community and its evolution within the group, in collaboration with the audio trade director;
- Coordinate specific audio recording sessions to meet project needs, in collaboration with the sound studio;
- Carry out all other related tasks.

## What you bring

- A degree in music or audio or professional training in audio;

- Computer science training an asset;
- Experience in audio production for video games;
- Delivery of over three AAA games as part of a production team (mandatory);
- Film or TV postproduction experience an asset;
- Ability to communicate a vision;
- Good communication skills;
- Organization skills;
- Ability to influence others;
- Excellent sense of esthetics;
- Ability to provide constructive feedback;
- Ability to quickly learn and master new software;
- Extensive knowledge of DAW tools (e.g. Pro Tools, Sound forge, MIDI);
- Extensive musical knowledge as a musician and/or composer;
- Solid knowledge of studio audio equipment and the research process;
- Knowledge of the audio engines available on the market an asset.

Charles-Antoine and Eric, our talent acquisition specialists, will analyze your application. Please send us a **portfolio** of your best work (you can attach images or provide us with a password link) as well as your **CV** highlighting your education, experience and skills.

**Please note** that our positions are hybrid, but if you reside outside Quebec or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

We look forward to reading your application ! ☐