Associate Technical Director

Montreal - Full-time - 744000138709529

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As an Associate Technical Director at Ubisoft Montreal, you will support production teams in creating and implementing technical systems and gameplay features. You will serve as a technical reference within a multidisciplinary team and collaborate with design, programming, and production teams to help ensure the quality, stability, and consistency of game systems and tools.

What you'll do

- Collaborate with production teams to create and implement technical gameplay elements
- Support team members by acting as a technical reference on specific topics
- Contribute to the improvement of tools, workflows, and production practices
- Participate in data optimization and validation while respecting technical constraints
- Perform advanced debugging of production data and resolve technical issues
- Provide recommendations to improve workflows, tools, and team processes
- Test new features and tools before release
- Collaborate with game and level design teams to prototype gameplay features
- Design and implement complex technical gameplay systems
- Document technical processes and share best practices across teams

What you bring to the team

- Experience in game or level design with a strong technical focus
- Ability to communicate technical concepts clearly with different stakeholders
- Strong problem-solving and analytical skills
- Collaborative mindset and focus on player experience
- Interest in gameplay systems and technical tools
- Familiarity with different game engines and platforms
- Experience with 2D or 3D design software
- Experience with programming or scripting

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links adapted to the role