Voice Designer - Far Cry

Montreal - Full-time - 744000145303179

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As a Voice Designer on Far Cry at Ubisoft Montréal, you will contribute to the design, implementation, and evolution of voice-over systems and cinematic audio pipelines within Ubisoft's Snowdrop engine, helping deliver immersive narrative experiences across a large-scale AAA production. You will collaborate closely with audio, narrative, animation, localization, and cinematic teams to support high-quality voice experiences that enhance gameplay and storytelling.

What you'll do

- **Support** cinematic voice production workflows, including motion capture pre-production, script preparation, playback support, and voice-over coordination
- **Integrate** voice-over assets, dialogue systems, and audio events within **Snowdrop** and related audio pipelines
- **Maintain** and update **OASIS** voice-over templates, scripted content assignments, and related documentation
- **Create** and optimize voice-over templates while supporting **Wwise** integration and dialogue mixing workflows
- **Collaborate** with narrative teams to support character voice development, dialogue drafting, and voice-over implementation needs
- **Support** voice production pipelines, tools, and workflow updates across the project
- **Manage** temporary audio asset imports, naming conventions, and organization for scripted dialogue content
- **Coordinate** bark implementation and support voice systems for gameplay interactions
- **Implement** and maintain voice event animation markup for gameplay actions such as takedowns, healing, and struggle sequences
- **Debug** in-engine voice systems, player efforts, breathing systems, and dialogue behaviors across gameplay and cinematic content

What you bring to the team

- **Apply** advanced experience with voice-over implementation workflows in AAA or large-scale game productions
- **Use** digital audio workstations to edit, process, and prepare complex dialogue assets for gameplay and cinematics
- **Demonstrate** deep knowledge of dialogue recording, editing, mixing, and in-engine implementation workflows
- **Collaborate** effectively with audio, narrative, animation, localization, and cinematic teams across multiple stages of production

- **Navigate** complex voice pipelines, dialogue databases, and implementation systems with strong attention to technical and creative quality
- **Support** scalable workflows, documentation, and pipeline improvements that enhance production efficiency and consistency
- **Troubleshoot** voice systems, implementation issues, and in-engine audio behaviors across cinematic and gameplay content
- **Mentor** team members through knowledge sharing, feedback, and collaborative problem solving

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links adapted to audio and voice design work