Associate Director

Montreal - Full-time - 744000151857140

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As an Associate Director at Ubisoft Montréal, you will support the directing team in delivering an established creative and narrative vision. You will help connect missions, narrative, characters, scripted scenes, and gameplay elements to create a cohesive and emotionally engaging experience.

What you'll do

- **Collaborate with the Director** to maintain a consistent narrative tone and player experience
- **Contribute early in mission development** to integrate narrative needs, branching content, and gameplay constraints
- **Review playable missions** and complete a directing pass to improve content quality and consistency
- **Propose creative ideas and solutions** that support the established vision while considering narrative, technical, and gameplay constraints
- **Direct and polish scripted scenes** to strengthen their tone, tension, atmosphere, and emotional impact
- **Connect mission elements**, including narrative, characters, scripted events, artificial intelligence, and animals
- **Collaborate with level designers** to maintain consistent scene placement, continuity, and action pacing
- **Participate in direction and review meetings** with animation, level design, lighting, visual effects, and narrative teams
- **Communicate content goals** to art teams and coordinate reviews of sketches, characters, textures, animation sequences, image compositing, sound effects, and lighting
- **Contribute to voice recording**, sound mixing, and final editing while supporting quality goals and schedules with associate production and coordination

What you bring to the team

- **Demonstrate strong knowledge of cinema and video games**, including cinematic language and the technical constraints of gameplay
- **Apply your knowledge of cinematography** to composition, pacing, staging, and editing
- **Use your artistic and technical skills** to support visual storytelling and mission quality
- **Communicate ideas clearly** through discussions and visual presentations
- **Create visual materials quickly** through video edits, visual mock-ups, Adobe After Effects, or comparable tools
- **Propose creative and practical solutions** that respect an established vision and production constraints

- **Build collaboration and consensus** across several teams and disciplines
- **Bring storyboarding experience** as an asset

What to send our way

- Send your CV highlighting relevant skills and experiences
- Share relevant examples of storyboards, edited sequences, visual mock-ups, or directing work