Associate Tech Director - Design

Montreal - Full-time - 744000151861269

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As an Associate Tech Director - Design at Ubisoft Montréal, you will serve as the primary Unreal Engine technical reference within the Tech Design team. Working closely with the Director Tech Design, Tech Designers, and programming team, you will translate existing gameplay system architecture into modular, reusable Blueprint tools and workflows.

You will help remove technical bottlenecks, support faster iteration, and strengthen the team's Unreal Engine expertise through teaching, mentoring, and practical guidance.

What you'll do

- **Guide Tech Designers** on Unreal Engine best practices, Blueprint architecture, workflow improvements, and technical problem solving
- **Partner with the Director Tech Design** on Unreal Engine topics and contribute technical expertise to priorities and strategic direction
- **Collaborate with programming teams** to understand gameplay system architecture, share Level Design use cases, and provide focused implementation feedback
- **Translate gameplay architecture** for weapons, inventory, crafting, artificial intelligence, and interaction systems into modular and performant Blueprint tools
- **Equip Level Designers** with reliable and documented tools, systems, and Blueprints that support efficient iteration and level creation
- **Define and maintain standards** for Blueprint quality, performance, architecture, and asset naming across the studio
- **Prototype gameplay systems** in Blueprint before their potential transfer to native code
- **Diagnose and resolve issues** involving Blueprint performance, compilation, and stability
- **Create and maintain documentation** that includes diagrams, conventions, implementation examples, and technical guidance
- **Teach and mentor Tech Designers** on advanced Unreal Engine features, including Gameplay Ability System, Blueprint Interfaces, Animation Blueprints, and Data Assets

What you bring to the team

- **Demonstrate extensive Tech Design experience** and advanced hands-on expertise with Unreal Engine 4 or Unreal Engine 5
- **Apply advanced Blueprint Visual Scripting knowledge** to architecture, optimization, and communication patterns between Blueprints
- **Understand common gameplay systems** such as inventory, weapons, crafting, interactions, and basic artificial intelligence

- **Use Unreal Engine level design tools** such as Landscape, World Partition, Data Layers, and Level Instances
- **Improve Blueprint performance** with profiling and debugging tools such as Unreal Insights and Blueprint Profiler
- **Collaborate effectively with programming teams** on complex gameplay systems and technical workflows
- **Explain technical concepts clearly** to both technical and non-technical collaborators
- **Support teaching, mentoring, documentation, and knowledge sharing** across Tech Design, Programming, and Level Design teams

What to send our way

- Share your CV highlighting relevant skills and experiences
- Include portfolio or project links showcasing relevant Unreal Engine or Blueprint work