

UbisoftShanghaiStudioCreativeDirector PDF转换可能丢失图片或格式，建议阅读原文

https://www.100test.com/kao_ti2020/490/2021_2022_UbisoftSha_c123_490904.htm 职位描述：

Creative Director Under the supervision of the producer, the creative director works within the creative department to develop the overall vision of the game pertaining to interactivity, show, and marketing elements. More specifically, the individual is in charge of:

- Creating the games vision, in collaboration with other members of the creative department (Hollywood Talent, MGM). Within this team, in charge of interactivity elements.
- Communicating the vision to the production team.
- Validating the content, jointly with the producer, with the editing department, and integrating feedback from the department.
- Integrating the vision and monitoring quality, in collaboration with the Creative Committee.
- Heading the Creative Committee, managing ideas and building consensuses.

Requirements:

- AAA talent with impressive published game credits-
- Capable of exerting influence and providing positive leadership -
- Capable to construct tangible world with interesting characters-
- Demonstrated high-level abilities in game design and production management, as well as a track record that shows an understanding of feasible implementation -
- Sharp sense of creativity -
- Ability to listen -
- Excellent oral and written communication skills -
- Expertise in game design -
- Sufficient artistic skill to ensure that artistic direction is maintained -
- Comprehension of marketing issues (MGM) -
- Flexibility in working with Hollywood talent

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