Technical Artist [FAR CRY Project]

Toronto - Full-time - 74399859314181

Apply Now:

On being a Technical Artist at Ubisoft Toronto

As a Technical Artist at UbïTO, you know you’ve done your job when the feature your team has created for a game is visually stunning while maintaining its cutting-edge performance. You strive to exceed players’ expectations of a AAA game.

To achieve this, you bridge the worlds of the artist and the programmer, acting as an interpreter and problem-solver. Because of you, the two collaborate cohesively and efficiently, on budget and on deadline, using the most appropriate tools and pipelines. You ensure assets can be rendered without compromising the artistic vision, on the one hand, or busting your memory budget on the other, setting benchmarks for your feature as you go along. You are the team’s hybrid specialist, speaking both from the heart and the mind, with your eye on AAA quality.

You are in the vanguard of your field; your curious and passionate nature sees you investigating, creating and implementing new techniques that will drive your team’s feature to the forefront of the videogame industry and set new standards. As such, you’re a seasoned instructor and enjoy sharing your knowledge and expertise.

The daily life of a Technical Artist at Ubisoft Toronto:

- In the early stages of production, you will:
  - Establish quick, efficient and clear pipelines;
  - Prepare coherent documentation for pipelines, tools and procedures;
  - Do benchmarking for your features through research and testing;
  - Prototype features and provide transparent accounts of their performance;
  - Work on creating asset banks (such as textures).
- During production and its later stages, you will also:
  - Ensure coworkers adhere to procedures and standards you’ve established;
  - Update documentation;
  - Fix performance bugs and polish your feature.
- Train coworkers and support them.

What it takes to make it:

- A college diploma in videogame modelling or equivalent
- 5 years of experience as a modeller or artist in the videogame industry
- Experience developing for consoles—at least two full production cycles
- Experience with software such as 3ds Max, Photoshop, or Substance Designer
- Scripting knowledge (C#, JavaScript, maxscript) is an asset
- You wear—and enjoy wearing—many hats, including artist, programmer, diplomat, teacher, communicator, leader, supporter, memory-budget manager, creator, innovator and “get-it-doner”. Among others.

We Offer:

- A hybrid, flexible work model
- Six weeks of vacation
- An enhanced parental leave program
- Comprehensive Total Rewards Package:
  - Disability Insurance
  - Dental Insurance
  - Extended medical insurance
  - (Optional) RRSP contribution
  - Relocation Assistance
  - Bonus (If Applicable)

Life at Ubisoft
At Ubisoft Toronto, we look for people who are excited to create the future of games in one of the most diverse cities in the world. We believe that embracing our individuality helps us build stronger creative teams and develop better games for all players.

When you’re a member of our team, your professional development is a priority. You’ll have opportunities to be challenged, learn and grow in your role. Pushing the boundaries of what’s possible within game development while working with Ubisoft’s most powerful technologies – from game engines to performance capture and more. Annual performance reviews and salary increases will help you further your career and grow with our studio. We also offer hybrid remote work options, six weeks of vacation for all employees, an enhanced parental leave program, a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development.

We celebrate the big and small moments together – with virtual events, get togethers, giveaways and more. In addition to our “right to disconnect” philosophy, the studio offers a variety of health and wellness initiatives including yoga, an on-site gym, flexible work hours, and other programs to create a better, sustainable work environment for our teams.

We encourage you to read our Code of Conduct prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best possible place to work and grow. Knowing and respecting our Code of Conduct’s principles and guidelines is key to achieving that goal.

Join Us!
At Ubisoft Toronto, we believe diversity is our studio’s biggest strength. We’re committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values – trust, integrity, excellence and care.
We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+.

**If this sounds like your kind of studio, what are you waiting for?**

*Ubisoft Toronto is committed to providing accommodations for accessibility upon request.*

We thank you for your interest, however, only those candidates selected for an interview will be contacted. **No agencies please.**