VFX Artist [FAR CRY Project]

Toronto - Full-time - 743999870387247

Apply Now:

Independently deliver a wide range of high quality visual effects for the project in respect of technical constraints and artistic direction.

The daily life of a VFX Artist at Ubisoft Toronto

- Produce high quality effects through any stage of the production process in respect of the project’s technical and artistic constraints;
- Build relationships with Artists, Designers, Technical Artists and Programmers to facilitate effective collaboration during the asset production process;
- Plan, estimate and prioritise time frames for the completion of day-to-day tasks and track progress using the designated tracking tools;
- Communicate and collaborate with key stakeholders to confirm task direction, tool/software requests, and consistency of work;
- Optimise work and maintain balance between quality and performance;
- Implement and incorporate feedback from Art Director and Leads into work;
- Understand best practices, production pipelines and workflows;
- Reference game design documents to develop an understanding of the environments, objectives, atmospheres, story and style of the project;
- Support the Lead Artist in any ad hoc tasks and duties.

What you bring:

- Experience in game visual effects or other relevant experience;
- Experience working within a photo realistic environment;
- Strong interpersonal and communication skills;
- Good working knowledge of relevant 3D software with particular emphasis on fluid simulation and rigid body dynamics tools (e.g. Embergen, Rayfire, Blender, Houdini etc.);
- Exposure to industry game engines (e.g. Unreal) and production pipelines;
- Good knowledge of Adobe Photoshop and/or After Effects for texture creation;
- Good working knowledge of particle driven effects and shader systems;
- Good understanding of node-based shaders and their creation;
- Knowledge of Physically Based Rendering and Linear workflows;
- Good understanding of modelling, texture mapping, materials and post processing (e.g. colour grading etc.);
- Familiarity with data management software (such as perforce);
- Ability to work autonomously and in a team setting;
- Work effectively in high pressure and deadline driven situations;
- Understanding of workload management software/principles (Jira) is an advantage;
• Knowledge of video games industry and awareness of typical video game development processes.

We know that skills and competencies show up in different forms and can be based on different experiences, that's why we strongly encourage you to apply even though you may not have all the requirements listed above.

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.**