On being a Texture Artist at Ubisoft Toronto
As a Texture Artist at UbI.TO, you will make an immersive world come alive by creating and applying textures that give depth and dimension to everything within it.

With a mix of observation, skill, and imagination, you add the details that define characters, objects, and environments. You take inspiration from reality to build believable materials, and adapt to new tools to push them to their full potential. You freely choose the methods that work best for you to create a finished look that fits the feel of the game and makes it memorable.

The daily life of a Texture Artist at Ubisoft Toronto:

- Collaborate with the art team to grasp the game’s artistic vision and set texture priorities.
- Study concept art and research your own references to develop the visual design language.
- Work closely with level artists to understand environment needs.
- Create textures from scratch, references, or scans & build and organize your texture library.
- Partner with modellers to suggest textures and help with 3D mapping.
- Find balance between artistic aspects and technical constraints.
- Polish textures and apply them to 3D models.
- Document and share your knowledge and best practices.
- Modify your work based on feedback received from interdependent teams (debug and optimize).

What you’ll bring:

- A college diploma in 3D Modelling or equivalent (undergraduate degree an asset)
- At least 1-3 years of experience in texturing, modelling, lighting, or other related experience
- Knowledge of 2D art tools (e.g. Photoshop) and familiarity with 3D software (e.g. 3DS Max, ZBrush, or Maya) + game engines (e.g. Unity or Unreal)
- A solid understanding of art fundamentals (lighting, composition, proportion, colour theory, etc.), physically based rendering, and game constraints
- A highly creative, collaborative, and innovative spirit
- Excellent observation, communication, interpersonal, and presentation skills
- Motivation to reach out for feedback and adapt to it
- Aesthetic sensitivity and a keen eye for even the subtlest of details!

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.

**What to send our way**

- Your CV, highlighting your education, experience, and skills
- A portfolio of your best work (attach images or send us a link to your personal website or online portfolio)

**What You’ll Get**

**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**