Technical Director (Art) [FAR CRY Project]

Toronto - Full-time - 743999886325775

Apply Now:

On being a Technical Director (Art) at Ubisoft Toronto

As a Technical Director (Art) at Ubisoft Toronto, you have the highest level of understanding of what our tech can do, can’t do, might do, and the visibility on the project as a whole. You’re responsible for providing expert insight, tools, and support to steer a game – and its creators – towards success.

Working with other directors early on, you discuss intentions before making any commitments. You take into account not only measurable factors such as rendering, performance, and memory, but also intangible ones like timing and momentum. Seeing the facts realistically, you establish an actionable plan to bridge the gap between coming up with ideas and putting them into practice.

Though every day of development brings its own mix of both expected and unforeseen challenges, you never lose sight of the big picture. As a strategic thinker and tactical planner, you balance short-term priorities with long-term goals, while consistently considering the future impacts of your choices.

The daily life of a Technical Director (Art) at Ubisoft Toronto:

- Collaborate with other core team members to develop the overall vision and determine technical feasibility;
- Identify and analyze risks (engine, data, features, etc.);
- Assess existing tools and occasionally design custom ones to support art pipelines and workflows, and sustain the vision;
- Set up and maintain frameworks to allow artists the most creative freedom, while hitting quality and performance requirements;
- Meet with technical artists and assistant technical art directors to share information and updates, enforce standards, set benchmarks, give feedback, etc.;
- Resolve specific, complex, escalated issues and approve technical specifications;
- Anticipate technological advancements and stay up to date on market trends to define our best practices and share them with our studios and the industry;
- Represent the entire art team in technical discussions and requirements gathering;
- Set up frameworks for collaboration across multiple studios with different levels of integration;
- Prepare post-mortems and recommend ways to evolve how we create and integrate graphic data;
- Participate in recruitment to build the technical art team and foster their growth.

What it takes to make it:
A college diploma in 3D Modelling, Programming/Engineering, Art or equivalent;
5+ years of art, technical art, or programming experience, or other related experience
3+ years of leadership experience;
In-depth knowledge of game engines (e.g. Unity or Unreal) & their limitations, 2D art tools (e.g. Photoshop), 3D software (3DS Max, Maya, and Substance Painter), and an understanding of scripting languages (e.g. C#, Python, JavaScript, MaxScript);
Familiarity with bug tracking software (e.g. Jira) and version management systems (e.g. Perforce);
A highly innovative, collaborative, empathetic, and solution-oriented spirit;
Excellent communication, interpersonal, mentorship, and presentation skills;
Critical thinking, time management, and organizational capabilities;
Attention to detail, curiosity, resourcefulness, and plenty of flexibility.

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.