Lead VFX Artist [Far Cry Project]

Toronto - Full-time - 743999911955223

Apply Now:

What you’ll do as a Lead VFX Artist:

- Supervising the development of high-quality AAA visual effects;
  - Ensure that VFX assets are built efficiently and perform within budgets;
  - Optimizing work and maintaining balance between quality and performance in-game;
  - Carry out working unit-related tasks, such as VFX assets (depending on the size of the team they must supervise);
- Providing constructive feedback, mentoring, and coaching a team of VFX Artists;
  - Be a mentor in terms of technical/artistic aspects for team members (where necessary);
- Create benchmark quality assets to exemplify visual and technical quality for the other members of the art team;
- Ensuring a productive internal workflow and beneficial relationships with other job families;
- Know the game’s story and gameplay (game design documents) and understand the technical/artistic constraints to be able to lead/coach the team;
- Collaborating with other Leads, Directors, and cross-functional teams to advance project quality;
- Organize and lead team meetings;
- Support production with planning, prioritization, follow-up of work and ensuring delivery on quality and time.
- Carry out all other related tasks;

What to send our way:

- Your CV highlighting your education, experience, skills, and any games shipped;
- A portfolio of your best VFX work (send us a link to your personal website or online portfolio).

We know that skills and competencies show up in different forms and can be based on different experiences. If you are excited about the role, we strongly encourage you to apply even though you may not have all the qualifications listed below.

- Strong technical knowledge of particle systems, shaders and procedural animation;
- Understanding of node-based tools/engines and/or programming/scripting;
- Experience with VFX editors and real-time particle systems;
- Thorough knowledge of Maya, 3DSMAX, Houdini and/or other commercial 3D authoring packages;
- Proven experience in problem solving and organization for effective workflows
- Knowledge of game engines (e.g., Unreal, Unity etc.);
• Strong communication skills, such as between teams and for providing feedback;
• Understanding of game art, lighting, modeling, and animation is an asset;
• A sense of form, colour, and composition;
• 5+ years of experience of visual / special effects and technical art for games (on console and PC is an asset);
  ◦ Participation in at least one complete game production or equivalent;
• 2+ years of experience as motivated and team-oriented leader, dedicated to the craft of VFX (this could be as a mentor/lead/manager or equivalent);
• A college diploma / undergraduate degree in VFX, Digital Media, Game Production, or equivalent is an asset;

We Offer:

• A hybrid, flexible work model
• Five weeks of vacation + one week office closure around the December holidays
• An enhanced parental leave program
• Comprehensive Total Rewards Package:
  ◦ Disability Insurance
  ◦ Dental Insurance
  ◦ Extended medical insurance
  ◦ (Optional) RRSP contribution
  ◦ Relocation Assistance (If Applicable)
  ◦ Bonus (If Applicable)

You can learn more about Life at Ubisoft here: https://toronto.ubisoft.com/life-at-ubisoft/

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

Please 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.

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

Ubisoft’s Mission

Ubisoft’s 21,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players’ lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin’s Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come. Ubisoft is
an equal opportunity employer that believes diverse backgrounds and perspectives are key to
creating worlds where both players and teams can thrive and express themselves. If you are excited
about solving game-changing challenges, cutting edge technologies, and pushing the boundaries of
entertainment, we invite you to join our journey and help us create the unknown.

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Location of position: Toronto, Ontario