Technical Director – Art [Splinter Cell]

Toronto - Full-time - 743999923364067

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https://jobs.smartrecruiters.com/Ubisoft2/743999923364067-technical-director-art-splinter-cell-?oga=true

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.

What you'll do as 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.

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.

- 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.
- A college diploma in 3D Modelling, Programming/Engineering, Art or equivalent;
- 5+ years of art, technical art, or programming experience, or other related experience

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.

Ubisoft Toronto Inc.
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Location of position: Toronto, Ontario

Type of Position: Permanent, full-time.