Technical Artist [Splinter Cell]

Toronto - Full-time - 74399924611293


We're working on a Splinter Cell remake, assembling a team with passion, drive and respect for the trifocal goggles. This is an opportunity to be part of a treasured franchise, rebuilt on Ubisoft’s Snowdrop engine to deliver next-generation visuals and modernized stealth gameplay, while preserving what's at the heart of the Splinter Cell experience.

As a Technical Artist at UbiTO, you and your team strive towards creating game features that are visually stunning while maintaining their performance, exceeding the expectations of players.

To achieve this, you bring together the worlds of the artist and the programmer, acting as an interpreter and problem-solver. With your help, the two collaborate cohesively and efficiently, while staying on time and sticking to budget, using the most appropriate tools and pipelines. You ensure assets can be rendered without compromising the artistic vision, on the one hand, or busting your memory budget on the other, setting benchmarks for your feature as you go along. You are the team's hybrid specialist, speaking both from the heart and the mind, while keeping an eye on quality.

Your curious and passionate nature sees you considering, creating and implementing new techniques that will see your team’s feature set new standards in the videogame industry.

What you’ll do as a Technical Artist at Ubisoft Toronto:

- In the early stages of production, you will:
  ◦ Establish quick, efficient and clear pipelines;
  ◦ Prepare coherent documentation for pipelines, tools and procedures;
  ◦ Do benchmarking for your features through research and testing;
  ◦ Prototype features and provide transparent accounts of their performance;
  ◦ Work on creating asset banks (such as textures).
- During production and its later stages, you will also:
  ◦ Ensure coworkers understand and apply procedures and standards you’ve established;
  ◦ Update documentation;
  ◦ Remove performance bugs and perfect your feature.
- Train coworkers and support them.

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.

- Experience developing console or PC games—at least one full production cycle is a plus
• Experience with software such as Maya, 3ds Max, Photoshop
• Scripting knowledge (Python, C#, JavaScript, maxscript) is an asset
• A college diploma in modelling, environment art, textures, and shaders or equivalent
• 3 years of experience as a modeller or artist in the videogame industry

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.
Location of position: Toronto, Ontario

Type of Position: Permanent, full-time.