Team Lead Artist (Technical Art) [Far Cry Project]

Toronto - Full-time - 743999926783758

Apply Now:

What you’ll do as a Team Lead Artist (Technical Art):

- Create, prioritize, assign and regularly follow up on tasks and the advancement of the team’s work with regards to deliverables;
- Setting development objectives and providing ongoing and meaningful feedback on performance and development through regular one on one meetings;
- Communicate clearly and promote an open dialogue within the team including organize and lead team meetings;
- Empower team members with clear expectations and hold them accountable for their key results;
- Collaborate with other team leaders to identify and develop art production processes and technologies that meet artists’ needs for creating high-quality art with limited resources;
- Maintain a balance between the creative vision of the projects and the technical budget restraints;
- Be aware of potential risks to the project and bring them to the attention of management;
- Serve as point of contact for the team in relation to technical art and find solutions to complex issues that arise;
- Optimize content for memory and performance gains;
- Collaborate with Technical Direction in the development of technology road maps for the specific needs of the project;
- Establish and maintain best practices, quality bar, pipelines, and processes for the department;
- Be involved in the development and rendering of artwork, models, animations, and textures as and when required;
- Stay up to date on trends and methodologies in current and future graphics software and hardware to develop early planning of tools and processes;

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.

- Technical proficiency in areas of 2D and 3D art;
- Working knowledge of scripting/programming using languages such as MaxScript, Python, C# etc;
• Knowledge of platform strengths and limitations;
• Good knowledge of multiple art and animation pipelines;
• Shipped at least 1 game in a technical art role; preferably full cycle on a ‘AAA’ console title.
• Experience in 3D graphics software such as 3DS Max, Maya etc. ideally on an advanced scripting level;
• Experience in Rendering, Shaders, VFX, Blendshapes, Procedural Tools, Substance Designer, etc.;
• Excellent time management, delegation, and prioritization skills;
• Excellent leadership, interpersonal, and communication skills;
• Knowledge of data management software (such as Perforce) and different hardware architectures;
• 5+ years experience in Technical Art or other relevant experience;
• A college diploma / undergraduate degree in Model or Technical Art, Computer Programming, Game Production, or equivalent is an asset;
• Solid experience leading teams is beneficial;
• French/English Bilingualism is beneficial.

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.
224 Wallace Avenue. M6H 1V7
Toronto, Ontario
www.toronto.ubisoft.com

Location of position: Toronto, Ontario

Type of Position: Permanent, full-time.