Technical Artist (VFX)

Montreal - Full-time - 743999975807663

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When you're a Technical Artist at Ubi Montréal, you know you've done your job when the feature your team has created for a game is visually stunning while maintaining its cutting-edge performance. You strive to exceed players' expectations of a AAA game.

To achieve this, you bridge the worlds of the artist and the programmer, acting as an interpreter and problem-solver. Because of you, the two collaborate cohesively and efficiently, on budget and on deadline, 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, with your eye on AAA quality.

What you'll do

- 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).
- Ensure coworkers adhere to **procedures** and **standards** you've established.
- Update documentation.
- Fix performance bugs and **polish** your feature.
- **Train** coworkers and support them.

What you bring

- A college diploma in videogame modelling or equivalent
- Experience in digital art content creation - high and low-poly modeling, unwrapping, baking, texturing, level art, etc.years of experience as a modeller or artist in the videogame industry
- Experience developing for consoles—at least two full production cycles
- Experience with software such as 3ds Max, Houdini, Photoshop, or Substance Designer
- Scripting knowledge (C#, JavaScript, maxscript)
- You wear—and enjoy wearing—many hats, including artist, programmer, diplomat and many more
- Career training in VFX or Game Design/Programming
- Solid understanding of art and animation pipelines
- Experience or understanding of rendering and post-effects, rigging and animation and physics simulations
- Shader development experience

- Artistic skills - proportion, color, composition
- Excellent interpersonal skills in dealing with differences between creative and technical teams

What to send our way

- Your CV highlighting your experience, education, and skills
- A strong portfolio or demo reel

Real live people from our team will review your application. In this case, it's our talent acquisition specialists Yara & Nicole. As they learn more about you through your profile, get to know them through the videos below

About us

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission: 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.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.