



Technical Artist (Environment)

Saguenay - Full-time - 744000012956002

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As a Technical Artist (Environment) you are responsible for many technical aspects related to the overall graphics of the environments (level art, modeling, textures, integration, etc.) In addition to in-depth artistic knowledge, he/she must also possess very strong technical skills.

Working in collaboration with other members of a multidisciplinary team, the technical environment artist is responsible for many of the complex technical aspects related to the graphic elements that make up the levels. Acting as a reference within his/her team, he/she helps, trains and advises peers, while developing production pipelines and best practices.

What you'll do

- Master the graphic aspects of the engine used to create levels, and become a reference in the field;
- Help and support the artistic and technical departments in their development choices, both in terms of quality and performance;
- Use and implement the best tools and work methods to improve productivity and respect for constraints;
- Provide training sessions so that all members of the graphics team are able to use production tools and methods properly;
- Develop, integrate, validate and optimize graphic data in the engine;
- Participate in reviews;
- Solve complex graphic problems according to their priority, and support other artists in finding solutions to their issues;
- Perform all other related tasks.

What you bring to the team

- Degree in game-oriented modeling or other equivalent training;
- Experience as a modeler, level artist, special effects artist, lighting artist or character modeler in video games;
- Excellent technical skills;
- Good organizational skills;
- Strong artistic sense and attention to detail;
- Creative and efficient;
- Team player;
- Autonomous and proactive.

What to send our way

- Your CV highlighting your education, experience, skills and, if applicable, your delivered games.

Working at Ubisoft Saguenay means

- A hybrid and flexible work mode, 6 weeks of vacation in your first year, an enriched parental leave, a Ubi gym directly in our offices, a complete group insurance program, [access to complete Dialogue telemedicine services](#), an RRSP with a contribution from Ubisoft, an advantageous bonus program, concrete measures to ensure the right to disconnect, the option of working part-time and much more. [Click here for all the details.](#)
- Joining a team of 19,000 Ubisoft employees working across more than 40 locations around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their dedication 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;
- Working for an equal opportunity employer, where diversity is a priority. We do not discriminate on the basis of race, ethnic origin, religion, gender, sexual orientation, age or health status.
- Working as a team to enrich players' lives through unique and memorable gaming experiences and by improving the positive impacts of our games. To get there, we are creating a safer, more inclusive work environment, we are giving back to the communities where Ubisoft operates by working with local non-profit partners and by working to reduce the environmental impact of our business.