



Level Artist [Far Cry Project]

Toronto - Full-time - 744000013744155

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000013744155-level-artist-far-cry-project-?oga=true>

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

Our Mission

Ubisoft is committed to enriching players' lives with original & memorable entertainment experiences. We build worlds that are a playground for the imagination, offering moments of surprise, fun and adventure as well as opportunities for learning and self-discovery. At Ubisoft, you'll grow and collaborate with highly talented teams from around the world. Our massively friendly work environment will inspire you to go above and beyond to create worlds people will fall in love with. Whether as an elite spy, a master assassin, or a fearless explorer, we put the player at the heart of all our games.

Ubisoft Toronto is a growing and diverse team on a collective mission to create what's next in AAA games. Since opening our studio in 2010, our team has shipped the critically-acclaimed Tom Clancy's Splinter Cell Blacklist as lead studio, and Assassin's Creed Unity, Far Cry 4 and Far Cry Primal in collaboration with Ubisoft Montreal. In 2012, we opened our state-of-the-art Performance Capture Studio, and Playtest. We are currently working on Watch_Dogs 2 and For Honor in collaboration with Ubisoft Montreal, as well as several top-secret, unannounced projects.

Ubisoft Toronto is proud to be recognized as one of Canada's Top 100 Employers for 2016.

Level Artist

As the Level Artist, you will represent the gameplay intentions as part of the graphic content of one or several game levels and ensure that the integration of the work is in line with the technical constraints and artistic direction.

Type of Position: Permanent, full-time.

Responsibilities:

The main and routine tasks of the Level Artist are to:

- Understand the game design documents to know the environments, objectives, atmospheres, story and style to create game levels;
- Understand the visual references, respect the artistic direction and search for more detailed and specific graphic references for the level(s);
- Understand project tools and their functions, the project file classification system and the process to update engine data and follow all instructions from the Graphic technical director;
- Set out the modelling and texturing needs, submit orders to modellers and texturers responsible for the map; follow up on the progress and quality of the work with the Project leader - Graphic;
- Assess level content with the immediate supervisor and establish time and planning estimates by priority and level;
- Build the rough map of the level with the level designer to show the preliminary graphic intentions, gameplays and ensure they are approved;
- Integrate the objects and textures that are produced into the level, create, assemble the key elements and determine a lighting intention in the map that is in keeping with the artistic direction;
- Act as a resource person for the artistic team for the map and level by answering questions from team members and informing artists of changes due to technical constraints;
- Ensure the technical and artistic quality of the maps once they are imported into the game by making any necessary changes and addressing issues with team members from other working units whenever necessary;
- Oversee optimization and debugging to fix the issues raised by testers;
- Carry out all other related tasks.

Training:

College diploma in 3D Art techniques for video games or equivalent training or experience.

Relevant Experience:

Minimum 3-5 years' experience in modelling, texture, lighting and image processing or other relevant experience.

Skills and Knowledge:

- Ability to accept feedback and adapt to change;
- Sense of initiative;
- Good interpersonal and communication skills;
- Ability to work as part of a team;
- Originality and resourcefulness in problem solving;

- Knowledge of image composition;
- Basic gameplay and level design knowledge;
- Knowledge of optimization techniques (e.g. 3D Studio Max);
- Knowledge of ways to create atmospheres (lighting, artistic composition, etc.).

We Offer:

- **Competitive Salary**
- **Comprehensive Benefits Package:**
 - Disability Insurance
 - Dental Insurance
 - Extended medical insurance
 - (Optional) RRSP contribution
 - Bonus (If Applicable)

Why Ubisoft Toronto?

Scored by The Economist as the Best City to Live, our studio is located in the trendy Junction Triangle located in West Toronto, close to TTC, the hottest bars and restaurants, and excellent coffee shops. We celebrate successes as a team at our monthly UbiBash events, and invite our families to events throughout the year including our annual Kids Holiday Party and Summer BBQ. We give back to help make our community better through our team volunteer days and fundraising activities. We hold regular game jams to fuel our team's creativity. Ubisoft Toronto conducts annual performance reviews to help our team develop their careers and grow with our studio, and provides the opportunity for salary increases annually as part of the performance review process. Ubisoft Toronto also offers a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development, flexible days, on-site Yoga and Bootcamp classes, fresh fruit, Life Drawing classes, as well as spontaneous team surprises such as Pi Day, Star Wars Day, and Halloween.

Join Us!

We hunt for talent from across the industry - seasoned experts that know what it takes to ship world-class games and the next generation of game developer all-stars. We value team chemistry and a desire to grow our studio together. If this sounds like your kind of studio, what are you waiting for? Apply to join us now!

Ubisoft Toronto is an equal opportunity employer and welcomes applications from all interested parties. The studio welcomes and encourages applications from people with disabilities. We are committed to providing reasonable accommodation upon request for candidates taking part in the recruitment process. We thank you for your interest, however, only those candidates selected for an interview will be contacted. No agencies please.

All your information will be kept confidential according to EEO guidelines.