



Senior Lighting Artist

Toronto - Full-time - 744000039088786

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As a Senior Lighting Artist, you will collaborate with a multidisciplinary team to craft compelling in-game cinematics, establishing mood and atmosphere that align with the game's artistic vision.

What you'll do

- Work closely with the Cinematic Director and Lighting Lead to shape and maintain the game's visual style and lighting quality.
- Execute the artistic direction of the project as communicated by key stakeholders.
- Leverage game engine tools to achieve high-quality lighting while respecting artistic and technical constraints.
- Act as a resource for the team, providing guidance on artistic and technical lighting elements.
- Contribute to the development and implementation of more efficient workflows and processes.
- Build and nurture collaborative relationships with artists, technical artists, and other team members to ensure smooth production.
- Plan, estimate, and prioritize tasks to meet deadlines, while keeping track of production schedules.
- Communicate effectively with stakeholders to align on goals and maintain consistency across the team's work.
- Optimize lighting to balance visual quality and performance.
- Share best practices, production pipelines, and workflows with team members to foster knowledge sharing.

What you bring to the team

- 6+ years in game development or film/VFX production, with a strong understanding of AAA production processes and constraints.
- A solid understanding of cinematic concepts, including composition and color theory.
- Experience creating visually compelling lighting that enhances mood and storytelling.
- Proficiency with industry-standard tools such as Houdini, Maya, 3ds Max, or Blender.
- Familiarity with ray and path-tracing render engines (e.g., Arnold, V-Ray, Redshift, Cycles).
- Strong understanding of real-time graphics engines and their constraints.
- Working knowledge of Adobe Photoshop and/or After Effects.
- Familiarity with workload management tools (e.g., Jira).
- Experience using project management tools (e.g., ShotGrid/Flow) and data management systems (e.g., Perforce).
- Flexibility and adaptability to learn new tools and processes as needed.

- Strong communication and collaboration skills to foster a positive and inclusive team environment.
- A proactive mindset with the ability to take initiative and drive improvements.

About us

Ubisoft's 19,000 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.