



Cinematic Art Director

Montreal - Full-time - 744000039354948

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As a Cinematic Art Director, you will collaborate with leads to shape and promote the artistic and narrative vision of the project. You will guide and inspire a multidisciplinary team of artists and animators, ensuring the delivery of high-quality in-game cutscenes. This role requires leadership, technical expertise, and a passion for storytelling through visual artistry.

What You'll Do

- Collaborating with the production team and animation leads to define and uphold the artistic and creative vision.
- Inspire, mentor, and guide cinematic artists and animators to create assets that align with the project's narrative and artistic goals.
- Provide art direction for in-game cutscenes
- Develop and refine cinematic concepts, storyboards, shot lists, and previz in alignment with art direction.
- Collaborate with Producers to review progress, adjust implementation, and manage art team staffing and schedules.
- Maintain high standards for asset management and contribute to defining the art pipeline.
- Review, critique, and guide the team's deliverables to ensure consistency and quality across all visual elements.

What You'll Bring to the team

- Proven experience as a Art Director/ Supervisor or similar role in video games, VFX, or media industries.
- Strong leadership and people management skills, with the ability to foster collaboration and innovation.
- A portfolio showcasing cinematic work, including in-game cutscenes
- Expertise in storytelling, pacing, visual composition, and artistic direction.
- Proficiency in industry-standard software such as Unreal Engine, Maya, Motion Builder, or similar tools.
- Ability to coach and mentor team members, ensuring they meet artistic quality standards.
- Experience in collaborating with cross-functional teams and maintaining alignment with project vision and scope.

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

At Hybride, 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.