Level Artist [Prince of Persia Remake]

Toronto - Full-time - 744000055381138

Apply Now:

As an Environment Artist (Level Artist) at Ubi Toronto, you'll create captivating 3D environments within an immersive world waiting to be explored. You will be an environment architect, a visual storyteller, and an experience maker wrapped into one.

Be it in a level, side mission, or piece of an open-world map, you assemble and position key elements to deliver impactful visual moments and enhance the player experience. Every asset you carefully place, from a building to a prop, tells a story and evokes an atmosphere and a mood.

Even within a given framework, you can push creative boundaries – and you have the artistic ability to do it. You know how to modify lighting, play around with composition, and add just the right amount of detail to develop a game space with plenty of personality.

What you'll do

- Collaborate with level designers and the art director to discuss and understand game intentions and vision;
- Perform artistic research (find written descriptions and visual references);
- Set up placeholders and submit modelling and texturing requests to artists;
- Find balance between artistic aspects and technical constraints;
- Integrate and build assets into the game engine to set and dress a polished scene;
- Ensure integrated work is aligned with artistic direction and makes sense gameplay wise (test and improve).

What you bring

- Experience in modelling, texturing, lighting, and image processing in a game pipeline
- Knowledge of 3D software (e.g. 3DS Max or Maya) and optimization techniques
- Understanding of art fundamentals: lighting, composition, colour theory, etc.
- Curiosity, flexibility, and resourcefulness
- Creativity and a keen eye for detail

*Knowledge of 3D scanning and optimization techniques, a huge plus

What to send our way

- Your CV, highlighting your education, experience, and skills
- A portfolio of your best 3D work! Attach images or send us a link to your personal website or

online portfolio.

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.