Senior Textures Artist [Prince of Persia Remake]

Montreal - Full-time - 744000060079855

Apply Now:

As a Senior Texture Artist at Ubi MTL, you will help bring an immersive world to life by creating and applying textures (for props, architecture, and environments) that add depth and dimension to everything within it. Through a blend of observation, talent, and imagination, you'll add the details that define the characters, objects, and environments.

Drawing inspiration from real life, you'll craft realistic materials and adapt to new tools to fully leverage their potential. You'll be free to choose the methods that work best for you to achieve a final look that suits the game's tone and makes it unforgettable.

What you'll do

- **Collaborate with the art team** to understand the game's artistic vision and **define texturing priorities**, in line with the visual identity of the *Prince of Persia: The Sands of Time* remake.
- **Internalize visual concepts** and **gather relevant references** to enrich the visual design language.
- **Work closely with 3D modelers** to create textures that **elevate the models** and enhance the **visual fidelity** of environments and architectural elements.
- **Create detailed, high-resolution textures** from scratch or using references/scans, and **maintain a well-organized texture library**.
- **Collaborate with technical artists** to ensure textures are **optimized for performance** without sacrificing quality.
- **Participate in visual reviews**, offer constructive feedback, and **incorporate input from partner teams** to maintain a high standard of quality throughout the production pipeline.
- **Contribute to the improvement of texturing workflows** by documenting best practices to support **scalability and efficiency**.
- **Balance artistic demands with technical constraints** of the game engine.
- **Iterate on your work**, **fix bugs**, and ensure the **final optimization of textures** based on feedback.

What you bring to the team

- Expert-level proficiency with texturing tools such as **Substance Designer/Painter**, **Photoshop**, and industry-standard 3D software like **Maya**, **3ds Max**, or equivalent.
- Strong understanding of **UV layout**, **material authoring**, **texture baking**, and real-time

rendering pipelines.
- Proven experience with **PBR workflows** and a solid grasp of technical constraints related to game engines.
- Solid foundation in art fundamentals: **lighting**, **composition**, **proportions**, **color theory**, etc.
- A **creative, detail-oriented, and collaborative mindset**, with a strong **artistic sensitivity** and keen eye for subtle visual details.
- Excellent **communication**, **presentation**, and **teamwork skills**, with a demonstrated ability to collaborate effectively across disciplines.
- Comfort with receiving **constructive feedback** and the ability to **iterate and adapt** your work quickly.

What to send our way

- Your **CV** highlighting your education, experience, and relevant skills
- A **portfolio** showcasing your best work (attach images or provide 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.