



Tools & Tech Art Programmer

Montreal - Full-time - 744000065046566

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Tech Art / Tools Programmer's Mandate Requirements:

- Unity knowledge
- Release experience of finished projects from beginning to end

Tools for Game and Level Design:

- Help continue the design of level editing tools (walls, props, level placement)
- Responsible of bridging level editing tools
 - Work with main programmers to enhance and support them
- Maintain and support team members that use level editing tools
 - Troubleshoot, tweak and balance created outcomes when needed

Tools for Asset Pipeline:

- Responsible of automated Props and Models Processing pipeline
- From source to game
- Tag clean up of source meshes
- Attempt automatic cleanup
- Leave them tagged for manual cleanup to be done by artists
- Generating destruction data
- Support on Destruction Generation Tools development and maintenance
- Part of the processing pipeline above
- Maintaining and validating (likely with tools and scripts) proper assets setup
- Help detect erroneous content that might not be working in-game

Support on VFX Tools and Integration:

- VFX Shader Graph support
- VFX tools for VFX artists
 - Batch coloring
 - Setup of templates
 - Tools that would help start an effect with the proper hierarchy and required components
- Integration support on dynamic and gameplay sensitive effects
 - Entry points, triggers and feedbacks help

Support on Gameplay:

- Support of operator abilities
- Creation of editor tooling:
 - 'Everyday' workflows for managing gym scene 'situation and setups' for testing gameplay cases
- Game 'gym states' editor
 - Helps test gameplay situations from a defined starting point

Tools for Artists:

- Support on Ground Level / 'Mega-Texture' tech
- Bridge between programmers and artists
- Troubleshoot pain points in content creation by said tools

Rendering Tech Knowledge:

- Support on rendering assets integration
 - Not necessarily low level knowledge
- Help team members integrate, tweak and balance parameters exposed by rendering features implemented over time

- Python (for build tools and optionally Unity Editor python driven tools)
- Graphics and Rendering
 - HLSL knowledge
- Houdini (if the tech programmer finds it useful for our project)