



Character Artist

Toronto - Full-time - 744000066026065

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The Character Artist is responsible for the graphic representation of the player (game-player connection) and other characters in the game. The incumbent will carry out the creative direction based on target players, model the characters with a special focus on their anatomy and ensure that the main character and supporting characters meet the same standards in terms of quality and style.

The main and routine tasks of the Character Artist are to:

- Study the creative and artistic documents to understand the list of characters, comprehend their actions and personalities and create credible characters that are in line with the story;
- Work with animators, programmers, the game designer and the technical director to understand the scope of their design intentions, constraints and deadlines and provide an opinion when planning model production with the immediate supervisor;
- Create and integrate a preliminary character iteration that is in keeping with the creative direction by creating optimized 3D models that meet the technical constraints set out by the technical director and other working units as well as production deadlines;
- Produce basic textures to apply and give colour to characters;
- Optimize the UVs to maximize texture use;
- Ensure that the character is able to convey a range of emotions in the game (morphology, silhouette, facial expressions, etc.);
- Model the final versions of the characters and generate normal maps to create reliefs and provide high-res versions of the models;
- Contribute to character playability by adapting the character's physiognomy based on feedback from animators;
- Adapt work methods to the project pipeline to meet technical constraints;
- Fix the character-related bugs entered by testers;
- Stay up to date on best practices in the video game industry, work to integrate them into the project and share knowledge with inter-project colleagues;
- Carry out all other related tasks.

Training:

Technical college diploma in 3D modeling for video games or equivalent work experience.

Relevant Experience:

5 or more years' experience in characters modelling in the video game industry.

Skills and Knowledge:

- Knowledge of digital painting and 3D software: 3DsMax, Maya, Photoshop;
- Attention to detail;
- Ability to accept feedback and adapt to change;
- Ability to work as part of a team;
- Drive and ambition;
- Extensive knowledge of character silhouettes, design and anatomy;
- Knowledge of animation typology (rigger, skinner, etc.);
- Ability to transpose 2D concepts into 3D.

Please note we are committed to promoting a flexible working policy, as we value in-person interaction and collaboration. Our hybrid work model includes a minimum of 3 days a week in our office and the remaining 2 days working from home.

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 Toronto, 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