Technical Artist

Toronto - Full-time - 744000069894025

Apply Now:

The incumbent is an artist who is an expert on a subject in his or her field. In addition of having strong artistic abilities, he needs to have strong technical abilities.

By working with others members inside a multi disciplinary team, the Technical Artist sits between the artists and programmers, ensuring that visual elements and effects are both aesthetically pleasing and technically feasible in the game engine.

Responsibilities

The main and usual functions of this position are to:

- Participate in and produce prototypes and benchmarks, optimized to meet technical specifications;
- Test the chosen engine/tools and to develop, ask for development if needed;
- Help and support the Artistic Director and the Technical director in his graphic developments choices based on his own artistic and technical expertise;
- Propose and use the best tools and methods for improving and facilitating the graphic workload and share best practices;
- Coaching and supporting team member as they can be sure to use correctly tools and methods
- Integrate, validate and optimize graphic data in the engine by using scripts if needed;
- Participate to the reviews;
- Insure himself that graphic bugs are fixed according to their priorities and occasional support the other artists to find solutions to fix their owns;
- Write documentation;
- Carry out all other related tasks.

Training

- College/CEGEP or relevant work experience.

Relevant Experience

- 3 to 5 years of experience as a Graphics Programmer or Technical Artist in the video game industry on AAA games.
- Experience as a Modeler, Shaders Artist, Level Artist, SFX Artist, Lighter or Character Modeler in video games, an asset.

Skills and Knowledge

- Tools: Autodesk 3ds Max, Houdini, and MS Visual Studio Code (VS Code).
- Game engines: Unity or Unreal.
- Programming languages: C++, C# and Python.
- Frameworks: OpenGL
- Sharp artistic sense and attention to detail
- Good technical skills
- Good organizational skills
- Good verbal and written communication skills
- Creative and efficient
- Autonomous and proactive
- Rigor in work, ability to synthesize.
- Resourceful and self-taught.
- Adaptability, flexibility, open-mindedness.
- Ability to receive, solicit and give constructive criticism.
- Ability to collaborate and communicate well with members of the animation team and other project teams.

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

We embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Please note that some roles are fully office-based and are not eligible for hybrid work.