



Technical Art Director [Rainbow Six Siege]

Toronto - Full-time - 744000072516656

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As a Technical Art Director at Ubi MTL, you have the highest-level understanding of what our tech can do, can't do, yet could do, plus visibility on the project as a whole. You're responsible for providing expert insight, tools, and support to steer a game – and its creators – towards success.

Working with other directors early on, you discuss intentions before making any commitments. You take into account not only measurable factors such as rendering, performance, and memory, but also intangible ones like timing and momentum. Seeing the facts realistically, you establish an actionable plan to bridge the gap between coming up with ideas and putting them into practice.

Though every day of development brings its own mix of both expected and unforeseen challenges, you never lose sight of the big picture. As a strategic thinker and tactical planner, you balance short-term priorities with long-term goals, while consistently considering the future impacts of your choices.

What you'll do

- Collaborate with other core team members to develop the **overall vision** & determine technical feasibility.
- **Identify and analyze** risks (engine, data, features, etc.).
- Assess existing tools + occasionally design custom ones to support art pipelines and workflows & **sustain the vision**.
- Meet with technical artists and assistant technical art directors to **share information** and updates, enforce standards, set benchmarks, give feedback, etc.
- Resolve specific, complex, escalated issues & approve **technical specifications**.
- Prepare **post-mortems** + recommend ways to evolve how we create and integrate graphic data.
- Anticipate **technological advancements** and stay up to date on market trends to define our best practices + share them with our studios and the industry.
- Participate in **recruitment** to build the technical art team & foster their growth.

What you bring

- Art, technical art, or programming experience, or other related experience + leadership experience
- In-depth knowledge of game engines (e.g. Unity or Unreal) & their limitations, 2D art tools (e.g. Photoshop), 3D software (3DS Max, Maya, and Substance Painter), and an understanding of scripting languages (e.g. C#, Python, JavaScript, MaxScript)

- Familiarity with bug tracking software (e.g. Jira) and version management systems (e.g. Perforce)
- A highly innovative, collaborative, empathetic, and solution-oriented spirit
- Critical thinking, time management, and organizational capabilities
- Attention to detail, curiosity, resourcefulness, and plenty of flexibility

What to send our way

- Your CV highlighting your education, experience, skills, and games shipped
- Samples of your work or any supporting documentation you find relevant

About us

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. Note, that some roles are fully office-based and are not eligible for hybrid work.