



Art Director - Customization [Rainbow Six Siege]

Montreal - Full-time - 744000074864835

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As a Art Director specialized in customization for the *Rainbow Six Siege* team at Ubi Montreal, you'll drive the artistic vision for the customization assets of the project. Collaborating closely with the Art Director and production teams, you'll ensure the visual identity of the game aligns with its overarching vision. Additionally, you'll champion cross-departmental collaboration to maintain quality, consistency, and timely delivery of all customization-related initiatives.

What you'll do

- Define and maintain the artistic direction for customization assets, ensuring alignment with the overall game vision.
- Create and oversee comprehensive documentation for existing and new customization mandates.
- Collaborate with teams, including Assistant Art Directors (AAD), Event, Esports, Marketing, UI, and Monetization, to brainstorm ideas for skins and new features.
- Lead the customization team in setting and executing priorities across mandates like IP, Esports, and community-focused projects.
- Provide clear artistic direction, feedback, and approvals for all customization assets throughout the production pipeline.
- Supervise external and internal teams contributing to asset creation, ensuring artistic and technical consistency.
- Partner with Art Leads to define growth plans and professional development pathways for their teams.
- Represent the studio during external client meetings, pitching ideas and presenting briefs.
- Guide outsourced art teams, ensuring high quality in modeling, texturing, and technical setups for seamless gameplay integration.
- Regularly coordinate with Marketing, UI, Esports, Event teams, and other partners to maintain coherence across in-game and promotional materials.
- Hire and onboard new artists and review external art tests.
- Ensure customization assets, including skins, bundles, and Battle Pass offerings, reflect the game's quality and innovation standards.

What you bring to the team

- Extensive artistic leadership experience in AAA game development.
- A strong portfolio demonstrating expertise in character, weapon, and asset design.

- An excellent grasp of design principles, color theory, and art direction pipelines.
- Solid understanding of technical art constraints and workflows, particularly in modeling, texturing, and rigging.
- Proficiency with production tools (e.g., JIRA, Miro, Excel) and familiarity with outsourcing pipelines.
- Strong mentorship capabilities and a collaborative mindset to coordinate across teams and functions.
- Exceptional communication and presentation skills to convey artistic vision and provide feedback.
- Experience collaborating with marketing, esports, and monetization teams to deliver unified branding and visuals.

What to send our way

- Your CV highlighting your artistic leadership experience and AAA titles worked on.
- A portfolio showcasing your best work, including character and asset designs (attach images or provide a link to your personal website or online portfolio).

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 create the unknown!

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