Technical Level Artist

Montreal - Full-time - 744000075105165

Apply Now:

As a Technical Level Artist (specialized in **Unity**) at Ubi MTL, you'll play a key role in asset integration and in-world environment composition (set-dressing). You'll be responsible for setting up and maintaining automated pipelines for processing models and props—from source files all the way to integration in the engine. Working closely with designers and artists, you'll also contribute to the evolution of level editing tools (walls, object placement, etc.) to ensure smooth workflows and immersive environments.

What you'll do

- Collaborate with designers and programmers to enhance and maintain level editing tools for walls, props, and level placement.
- Lead the development and optimization of automated pipelines for props and model processing, ensuring their smooth transition from source to in-game assets.
- Provide technical support for troubleshooting, improving tool usability, and solving workflow issues for team members.
- Work closely with artists and programmers to refine tools and pipelines, tailoring them to the needs of the project.
- Maintain and validate proper asset setups to ensure their functionality in-game and within the automated pipeline.
- Offer rendering and integration assistance for assets, fine-tuning visual parameters for high-quality environments.

What you bring to the team

- Expertise with the **Unity** engine and a proven track record of delivering games from development to release.
- Strong experience with level editing tools and automated asset pipelines, from creation through in-game application.
- Technical scripting skills, with a preference for Python to create and maintain tools.
- Bonus: Knowledge of HLSL for graphics rendering and Houdini pipelines.
- A collaborative spirit with strong problem-solving skills, able to bridge artistic and technical disciplines effectively.

What to send our way

- Your CV highlighting your technical skills, **Unity** expertise, and experience with tools and pipelines.
- Any links to projects, pipelines, or showcases demonstrating your contributions.

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. They believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join their journey and help 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.