



2D/3D Illustrator [Rainbow Six Siege]

Montreal - Full-time - 744000076590098

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As a 2D/3D Illustrator at Ubi MTL, you will play a key role on the MTX Art team by producing visuals that appear directly in-game, such as online shop assets, bundles, and seasonal event designs. Your work will enhance the player experience while aligning with the project's artistic vision.

What you'll do

- Design and deliver visuals for the in-game shop, including decorations, character customization cards, backgrounds, and seasonal assets.
- Create high-quality, high-resolution images using existing game models while adhering to established artistic and technical standards.
- Perform posing, lighting, and rendering in 3D software with tools like 3DS Max and Motion Builder.
- Collaborate with team members to manage a high-volume workload of seasonal content while maintaining quality.
- Adapt to different types of tasks and visuals, contributing as a generalist to a variety of creative outputs (e.g., ambient designs, accessories, character cards).
- Retouch and refine your creations in Photoshop to produce polished and immersive deliverables.
- Align your work with the color palettes and guidelines provided by the artistic direction.

What you bring to the team

- Experience in illustration in a similar role.
- Solid understanding of fundamentals such as image composition, lighting, and overall artistic direction.
- Creativity and initiative paired with the ability to work effectively in a collaborative environment.
- Adaptability to a diverse workflow and attention to detail.
- Technical proficiency in Photoshop, and familiarity with tools like 3DS Max, Vray, and Motion Builder (assets).
- Familiarity with game engines (e.g., Anvil) is an appreciated bonus.

What to send our way

- Your CV highlighting your skills, education, and relevant experience.
- A portfolio showcasing your best work, demonstrating your creativity and technical expertise (attach images or include a link to your 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* and *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 allowing for work-life balance. Note that some roles are fully office-based and not eligible for hybrid work.