



Principal Technical Artist - UI

Montreal - Full-time - 744000077713841

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As a **Principal Technical Artist (UI)** at Ubi MTL, you'll play a key role in shaping the **user interface for a AAA game**, delivering both striking aesthetics and exceptional performance.

You'll bridge the worlds of art and programming, serving as both an interpreter and a problem-solver. You'll enable artists and programmers to collaborate seamlessly throughout the project, staying within budget and on schedule, while leveraging the most appropriate tools and pipelines.

With your strong artistic vision and deep technical expertise, you'll ensure that every UI element meets AAA performance standards, accounting for hardware limitations and player needs. You'll establish benchmarks, conduct research, and integrate innovative solutions to position the project's UI as one of the best in the industry.

What you'll do

- Develop and implement cutting-edge **technical and artistic UI solutions**, including **custom shaders** and advanced visual effects.
- Establish clear and efficient pipelines while building and maintaining **UI libraries** optimized for pod-based team autonomy.
- Prototype features in collaboration with UI artists to reflect their creative intentions.
- **Test and establish benchmarks** for UI assets through rigorous research and iterative testing.
- Integrate, debug, and **optimize UI elements** within the **Snowdrop engine**, setting performance best practices.
- Collaborate with **cross-disciplinary teams** to balance aesthetic quality with functional performance.
- Stay informed about **UI best practices**, tools, and trends to provide teams with modern and scalable solutions.
- Research, develop, and implement **experimental solutions**, helping to define new industry standards.
- Maintain a **player-first approach** throughout the project, optimizing the user experience with smooth and dynamic interfaces.

What you bring to the team

- Several years of experience in similar technical roles in the video game industry, ideally within AAA productions.
- Expertise in UI/UX, shader creation and optimization, pipelines, and advanced technical artistic solutions.

- Mastery of **C#**, design tools like **Adobe Creative Suite**, and proven familiarity with **game engines** such as Snowdrop or Unreal Engine.
- A strong understanding of dynamic UI systems (e.g., inventories, live-service interactive interfaces).
- The ability to define artistic and technical guidelines while fostering **seamless collaboration across departments**.
- Experience addressing **next-gen console performance challenges**.
- A passion for sharing your knowledge to improve workflows within **multidisciplinary and multicultural teams**.

What to send our way

- Your CV highlighting your professional background and key accomplishments.
- A portfolio of your best technical and/or artistic contributions (attach images or include a link to your website/portfolio).

About us

Ubisoft is a global leader in video games, with teams across the globe creating unforgettable experiences—from *Assassin's Creed* to *Rainbow Six* and *Just Dance*. We believe diversity of thought drives innovation and enriches the player experience.

We embrace a hybrid working model that balances team collaboration with the flexibility you need to maintain your work-life balance. Please note that some roles are fully office-based and are not eligible for hybrid work.