Visual Effects Artist [Rainbow 6 Siege]

Montreal - Full-time - 744000081672851

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As a Visual Effects Artist (FX) with the *Rainbow Six Siege* team at Ubi MTL, you'll craft stunning visual moments that positively impact gameplay and enhance player immersion. Whether it's smoke, fire, an explosion, or cascading snow or water, your effects will amplify the game's immersive world and often spark the question, "How did they do that?!".

As an innovative artist, you'll combine technology with creativity to bring magic to life. Versatile and adaptable, you'll master a range of tools to design and implement high-quality, real-time visual effects that captivate.

What you'll do

- Collaborate with the direction team to understand the *overall creative vision* and establish visual effects priorities.
- Create *environmental and cinematic effects* using particle systems and textures you produce.
- Work with programmers to *identify needs* and develop the tools required.
- Adhere to *technical constraints* to deliver visually appealing yet functional effects.
- *Integrate* your visual effects into the game engine.
- Refine your effects by testing the game and gathering feedback from collaborating teams (*debug and optimize*).
- *Adapt* to community feedback post-launch (where applicable), balancing expectations with technical limitations.

What you bring to the team

- Experience in FX/VFX (visual effects), preferably in the video game industry
- Proficiency with 2D art tools (e.g., Photoshop), compositing software (e.g., After Effects or Nuke), 3D software (e.g., Maya or 3DS Max), and game engines (e.g., Unity or Unreal)
- Solid understanding of basic vector math and artistic fundamentals (visual effects, lighting, composition, proportion, color theory, etc.)
- Ability to accept, interpret, and apply constructive feedback
- A creative and collaborative mindset
- Exceptional attention to detail
- Knowledge of procedural generation software (e.g., Houdini) and/or shader creation and optimization is a big plus.

What to send our way

- Your CV highlighting your education, experience, and relevant skills
- A portfolio showcasing your best work (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* 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 while maintaining the flexibility needed to ensure a healthy work-life balance. Note that some roles are fully office-based and are not eligible for hybrid work.