Technical Art Director [Assassin's Creed Invictus]

Montreal - Full-time - 744000082761845

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As a Technical Art Director at Ubi MTL, you have the highest-level understanding of what our tech can do, can't do, yet could do, plus visibility on the project as a whole. You're responsible for providing expert insight, tools, and support to steer a game – and its creators – towards success.

Collaborating with other directors in the early stages, you'll shape the project's goals before committing resources. You'll consider quantifiable factors like rendering, performance, and memory, alongside less tangible ones such as timing and momentum. By taking a realistic yet forward-thinking approach, you'll ensure ideas are transformed into actionable plans and brought to life.

Each day of development brings new challenges, both anticipated and unexpected, but you'll always maintain a big-picture perspective. As a strategic thinker and tactical planner, you'll balance immediate priorities with long-term objectives, consistently weighing the future impact of your decisions.

What you'll do

- Collaborate with the leadership team to define the project's **overall vision** and assess technical feasibility.
- **Identify and analyze** risks across game engine, data management, features, and workflows.
- Evaluate existing tools and occasionally design custom solutions to **support** art pipelines while upholding project vision.
- Connect with technical artists and associate graphics technical directors to **share updates**, enforce standards, provide references, and offer feedback.
- Solve complex and priority issues, approving **technical specifications** as needed.
- Prepare **project reviews** and recommend optimizations for how graphical data is created and integrated.
- Anticipate **technological advancements** and stay informed about industry trends to define best practices and share them with teams and studios.
- Contribute to **recruitment** efforts to grow your technical art team and foster talent development.

What you bring to the team

- Experience in art, technical art, programming—or other relevant experience—paired with strong **leadership** skills.

- Expertise with game engines (e.g., Unity, Unreal) and their constraints, 2D art tools (e.g., Photoshop), 3D software (e.g., 3DS Max, Maya, Substance Painter), and **scripting** languages (e.g., C#, Python, JavaScript, MaxScript).
- Familiarity with bug-tracking software (e.g., Jira) and version control systems (e.g., Perforce).
- A **collaborative**, solution-oriented, and empathetic mindset with innovative problem-solving skills.
- Strong proficiency in **critical thinking**, time management, and organization.
- A detail-focused, curious, resourceful, and adaptable approach to your work.

What to send our way

- Your CV highlighting your achievements, skills, and shipped games.
- A portfolio or documented samples of your work (attach visuals or provide links to your online portfolio).

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable experiences, including **Assassin's Creed**, **Rainbow Six**, **Just Dance**, and more. We believe diverse perspectives drive innovation and enrich both player communities and our teams. If you're passionate about pushing the boundaries of entertainment, join us and shape the future of gaming.

We embrace a hybrid work model, allowing you to stay connected with your team while maintaining your work-life balance. Please note that some roles require full-time in-office presence and are not eligible for hybrid work.