Senior Lighting Artist [Junction Cinematics]

Toronto - Full-time - 744000082939316

Apply Now:

As a Senior Lighting Artist at Ubi Toronto, you will play a key role on our Cinematics team, crafting immersive lighting for in-game cinematics. You'll collaborate with multidisciplinary teams to create mood and atmosphere that align with the artistic direction of the game.

What you'll do

- Collaborate with the Cinematic Director and Lighting Lead to define and maintain the visual style and lighting quality.
- Bring the artistic vision to life by executing the specific artistic direction shared by key stakeholders.
- Utilize game engine tools to achieve consistently high-quality results while balancing artistic and technical constraints.
- Serve as a reference for your team on both artistic and technical elements.
- Innovate and implement more efficient workflows and processes.
- Collaborate with artists, technical artists, and developers to ensure smooth resource production.
- Plan, estimate, and prioritize tasks to meet production schedules and deadlines.
- Communicate and validate creative direction with stakeholders, ensuring consistency across the team.
- Optimize work to maintain a balance between quality and performance.
- Share best practices, production pipelines, and workflows with the team.

What you bring to the team

- 6+ years of experience in Game Development or Film/Visual Effects (VFX) production.
- Strong understanding of cinematic concepts, such as composition and color theory.
- Proficiency with tools like Houdini, Maya, 3DS MAX, or Blender, and experience with Ray and Path tracing render engines (Arnold, Vray, Redshift, Cycles).
- Solid expertise in working within technical and artistic constraints in both realtime game engines and pre-rendered mediums.
- Knowledge of Adobe Photoshop and/or After Effects.
- Familiarity with project tracking (Jira, ShotGrid/Flow) and data management tools (e.g., Perforce).
- Awareness of AAA production constraints and game development processes.

What to send our way

- Your CV highlighting your education, experience, and relevant skills.
- A portfolio showcasing your best lighting 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, Rainbow Six, to Just Dance, and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our 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.