



Concept Artist - Weapons [Rainbow Six Siege Mobile]

Montreal - Full-time - 744000083770075

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As a Concept Artist specializing in weapons at Ubi MTL, you will create iconic designs to enhance the player experience worldwide. Your work will involve conceptualizing and designing weapons, leveraging existing assets while creating new ones to fill gaps in the current asset library.

Creative and self-sufficient, you'll produce concepts quickly and efficiently, combining hard-surface design expertise with organic elements. You'll play a key role in the design process, from ideation to detailed illustrations ready for integration, while working closely with the art team to refine your work based on feedback.

What you'll do

- Design and conceptualize original weapons: combine existing assets with new elements to fill gaps in the asset library.
- Produce rapid, iterative concepts with a targeted pace of ~1 completed weapon per week (sketching, reference gathering, refinement).
- Assemble and block out 3D scenes using provided files, exploring compatible and creative combinations.
- Develop designs blending hard-surface precision with organic flourishes.
- Create sketches and iterations, culminating in detailed illustrations ready for integration.
- Present your concepts to the art team regularly, accept feedback, and adjust your work accordingly.
- Balance creative ambition with technical constraints.

What you bring to the team

- Expertise in digital painting and solid familiarity with 3D software (e.g., 3ds Max).
- Strong artistic foundations: lighting, composition, perspective, anatomy, etc.
- Specific expertise in weapon concept art, supported by a portfolio showcasing weapons and technical props.
- Familiarity with 3D tools for blocking and scene assembly (no final modeling or engine integration).
- Strong creativity, constant curiosity, and a passion for visual exploration.
- Open-mindedness, flexibility, and enthusiasm for cross-disciplinary collaboration.
- Ability to manage projects autonomously and efficiently, with senior-level skills to meet high expectations without close supervision.

What to send our way

- Your CV highlighting your education, experience, and relevant skills.
- A portfolio showcasing technical concepts and your best work (attach images or provide a link to your personal website or 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. 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 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.