



Modeler - Object Bank [Splinter Cell Remake]

Toronto - Full-time - 744000088171735

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000088171735-modeler-object-bank-splinter-cell-remake-?oga=true>

As a Modeler at Ubi Toronto, you'll be part of our Object Bank team, crafting high-quality, versatile 3D assets that bring our worlds to life. You'll collaborate closely with level art, animation, and cinematics teams to deliver props, structures, and other hard-surface or organic models used across gameplay, cinematics, and in-game environments.

As you grow in the role, you'll work hand-in-hand with level art and level design teams, ensuring your assets align with artistic direction while respecting technical constraints. Open to feedback, you'll continually refine your work to achieve the perfect balance between creativity and functionality.

What you'll do

- Collaborate with the Object Bank team to create versatile 3D assets such as props, structures, and both hard-surface and organic models (i.e. vehicles).
- Work with level art, animation, and cinematics teams to ensure assets meet creative, artistic, and gameplay needs.
- Produce models with proper topology, UV layouts, and optimized meshes (retopology, UV unwrapping, texturing).
- Research references and study concept art and narrative guidelines to design accurate, stylistically consistent objects.
- Balance artistic quality with technical limitations (poly count, memory usage, etc.).
- Adapt your work following feedback from play testers, artists, and interdependent teams.

What you bring to the team

- Experience in modeling or texturing for AAA games (hard surface and/or organic assets).
- Strong knowledge of 3DS Max (primary tool) and Maya (valued for wider team collaboration); familiarity with Substance Painter, ZBrush, and Photoshop.
- Thorough understanding of topology, materials, textures, and proportions.
- Creativity, curiosity, and a collaborative spirit.
- Strong communication skills and openness to feedback.
- Experience with 3D scanning and optimization techniques is a plus.

What to send our way

- Your CV highlighting your education, experience, and skills.
- A portfolio of your best 3D work. Attach images or send us 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. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join us and help create the unknown!

We embrace a hybrid work model to keep you connected with your team and aligned with business priorities, while giving you the flexibility to maintain your work-life balance. Note that some roles are fully office-based and are not eligible for hybrid work.