



Modeler [Rainbow Six Siege] - World Building

Montreal - Full-time - 744000089132805

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As a 3D modeler on the World team for Rainbow Six Siege at Ubi MTL, you will bring to life the objects and elements that shape the game's 3D universe.

With meticulous attention to detail and precision, using both studio-specific and industry-standard tools, you will create high-quality 3D models for environmental elements such as architectural structures, vehicles, props, and interactive objects. While working within artistic direction, memory, and rendering constraints, you will continually push boundaries with ingenuity and imagination.

Collaboration is central to this role: whether based on established plans or original ideas, your creations will blend seamlessly with those of your colleagues to deliver harmonious, immersive environments for players.

What you'll do

- Model complex 3D environments including buildings, structures, vehicles, props, and interactive objects;
- Work from concepts, references, or your imagination to create prototypes and final models;
- Respect artistic, technical, and performance constraints (LOD, collisions, lightmaps, etc.);
- Collaborate closely with art, design, and tech teams to ensure smooth integration of assets into the game engine;
- Adapt your creations based on feedback from testing, development, and gameplay teams;
- Help establish environmental modelling standards and suggest improvements to existing workflows;
- Identify risks related to asset production and propose solutions before modelling begins;
- Research and experiment with new tools and techniques to improve efficiency and visual quality.

What you bring to the team

- Experience in 3D modelling, ideally in the video game industry (or other relevant experience)
- Solid understanding of 3D software (e.g., 3DS Max, ZBrush, Substance Painter)
- Ability to work independently while knowing when to ask questions
- Strong organizational skills with the ability to prioritize in a fast-paced production environment
- Collaborative mindset and openness to colleagues' ideas

- Broad general knowledge (architecture, art history, mechanical and industrial logic, etc.)
- A relentless curiosity and interest in technical tools and emerging trends in 3D modelling

What to send our way

- Your CV highlighting your education, experience, and skills
- A portfolio of your best 3D 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. 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.