



VFX Artist [Rainbow Six Mobile]

Montreal - Full-time - 744000089566835

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Be part of the **Rainbow Six** team and bring one of the world's most celebrated shooter franchises to mobile!

This is your chance to help define the next chapter of this legendary tactical multiplayer game. With millions of players around the world, this project offers the opportunity to shape the look and feel of this incredible experience, now adapted for an entirely new platform.

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As a VFX Artist at Ubi Montreal, you will create stunning real-time effects that will make this mobile game truly shine, working within the unique constraints of mobile hardware and game engines. We're looking for someone who loves blending art and tech, thrives in a collaborative environment, and isn't afraid to experiment to push mobile visuals further than ever before. This is a rare opportunity to innovate and redefine what high-quality effects look like on mobile.

What you'll do

- Design and implement dynamic, high-performance real-time effects in Unity, including particles, fire, smoke, and muzzle flashes.
- Collaborate with art direction, animation, and design teams to adapt the franchise's iconic visual identity for mobile while enhancing gameplay and respecting technical constraints.
- Manage VFX optimization and technical constraints to ensure consistent performance.
- Explore new workflows and techniques to push the boundaries of mobile visual effects.

What you bring to the team

- Solid understanding of game engines.
- Experience with Unity and mobile optimization best practices.
- Experience using node-based shader editors such as ShaderGraph or Amplify.
- Strong artistic sensibility and ability to translate clear visual direction within strict technical requirements.
- Passion for competitive games and knowledge of visual clarity challenges in gameplay.
- Autonomy, adaptability, and strong communication skills.

What you'll love here

- Contribute to the mobile debut of this world-renowned franchise with millions of fans.
- Collaborate with experienced artists and developers.

- Be part of a studio culture that values creativity, curiosity, and collaboration.

What to send our way

- Your CV highlighting your education, experience, and relevant skills.
- A portfolio showcasing your best VFX 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.