



Team Lead - VFX [Far Cry]

Montreal - Full-time - 744000090926676

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As a VFX Team Lead at Ubi Montreal, you will guide your team in creating high-quality, optimized visual effects, while supporting their professional growth and motivation. You will work closely with the Production Manager (PM) to oversee work quality and ensure deadlines are met for a small team. You'll follow up on and validate deliverables, coach team members, and, when necessary, oversee certain aspects of the game's development.

What you'll do

- Mentor the team in both technical VFX (performance, integration) and artistic aspects (textures, animations, emitters).
- Represent the team and act as their liaison with other stakeholders.
- Organize and lead team meetings.
- Fully understand the game's story, gameplay and design documents, as well as its technical and artistic constraints, to effectively lead and coach the team.
- Assign tasks and conduct regular follow-ups on progress and deliverables.
- Anticipate and identify potential conflicts, recommending solutions to the Production Manager.
- Participate in performance evaluations in collaboration with the Production Manager.
- Coordinate bug fixes related to the team's work.
- Facilitate the onboarding of new employees.
- Contribute to recruiting new team members.

What you bring to the team

- Experience in VFX within a leadership role in the video game industry.
- Expert knowledge of Embergen.
- Experience with Houdini (asset).
- Strong understanding of technical aspects of shaders, rendering, and particle technology.
- Initiative and strong leadership skills.
- Effective time and priority management.
- Ability to assemble and inspire high-performing teams.
- Flexibility and adaptability in organizing work.
- Resourcefulness and proactive problem-solving skills.
- Ability to delegate effectively.
- Skills in stress and change management.
- Knowledge of databases such as JIRA, Perforce (asset).

What to send our way

- Your CV highlighting your experience in VFX, team leadership, and/or working with complex systems.
- A portfolio or other relevant examples of your work (for creative roles).

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from *Assassin's Creed* to *Rainbow Six*, *Just Dance*, and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing the boundaries of entertainment, join us on our journey to create the unknown!

We embrace a hybrid work model, helping you stay connected with your team 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.