



Technical Artist [Assassin's Creed Invictus]

Montreal - Full-time - 744000091403543

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As a Technical Artist at Ubi Montreal, you'll play a pivotal role in bridging the gap between art and programming to deliver features that are both visually stunning and highly performant. You'll bring your expertise to the project, aiming to exceed the expectations of AAA players while helping realize the creative ambitions of the team.

From the earliest stages of development, you'll collaborate closely with artists and programmers to define, implement, and optimize effective technical solutions. You'll account for measurable constraints such as rendering, performance, and memory, while safeguarding the integrity of the artistic vision.

With a creative yet pragmatic approach, you'll establish clear pipelines, tools, and procedures, ensure they are followed throughout the project, and support colleagues with technical guidance, training, and performance analysis. Acting as the team's hybrid specialist and go-to resource, you'll enable smooth, efficient collaboration and deliver AAA quality through to final release.

What you'll do

- Create fast, efficient, and clear **pipelines**.
- Prepare and maintain coherent **documentation** for pipelines, tools, and procedures.
- Perform feature benchmarking through **research** and **testing**.
- Prototype features and provide transparent **performance reports**.
- Help develop an **asset library** (e.g., textures).
- Ensure team adherence to established **procedures** and **standards**.
- Debug and **polish** your features.
- Provide **training** and technical support to colleagues.

What you bring to the team

- Several years' experience in a similar role in the video game industry.
- Experience designing for game consoles (bonus: multiplayer projects).
- Proficiency with 2D and 3D software such as 3ds Max, Photoshop, Houdini, or Substance Designer.
- Scripting knowledge (C#, JavaScript, MaxScript).
- Skills in shader writing and motion design.
- Strong understanding of graphics libraries (e.g., NGUI, React Native) and real-time engine constraints.
- A passion for sharing knowledge to push technological boundaries and help others grow their

skills.

What to send our way

- Your CV highlighting your education, work experience, and skills.
- Examples of your work (attach images or provide a link to your 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.