



Modeler - Object Bank [Splinter Cell Remake]

Toronto - Full-time - 744000095976226

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As a Modeler at Ubisoft Toronto, you will be part of our Object Bank team, creating high-quality, versatile 3D assets that bring our worlds to life. You will 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 will work alongside level art and level design teams to ensure your assets align with artistic direction while respecting technical requirements. Open to feedback, you will refine your work to balance creativity and functionality.

What you'll do

- Create versatile 3D assets such as props, structures, vehicles, and both hard-surface and organic models for games
- Collaborate with level art, animation, and cinematics teams to ensure assets meet artistic and gameplay needs
- Model with proper topology, UV layouts, and optimized meshes including retopology, UV unwrapping, and texturing
- Research references and study concept art and narrative guidelines to design accurate and stylistically consistent objects
- Maintain artistic quality while meeting technical performance constraints such as polygon count and memory usage
- Adjust assets based on feedback from play testers, artists, and other development teams

What you bring to the team

- Proficiency in modeling or texturing for AAA games, including hard-surface and/or organic assets
- Strong knowledge of 3DS Max and Maya; familiarity with Substance Painter, ZBrush, and Photoshop
- Solid understanding of topology, materials, textures, and proportions
- Creativity, curiosity, and a collaborative approach
- Clear communication skills and openness to iterative feedback
- Experience with 3D scanning and optimization techniques is considered an asset

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best 3D work, with images or links to your website/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. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our 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.