



Texture Artist [Prince of Persia]

Montreal - Full-time - 744000095978065

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As a Texture Artist at Ubisoft Montréal, you will help create an immersive world by designing and applying textures that add depth and dimension to characters, objects, and environments. Combining observation, skill, and imagination, you will bring believable materials to life and make the game's look unforgettable.

You will draw inspiration from reality to craft authentic textures, adapt to new tools and techniques to enhance their potential, and choose the most effective methods to deliver visuals that fit the artistic vision of the game.

What you'll do

- Collaborate with the art team to understand the game's artistic vision and texture priorities
- Study concept art and references to develop the visual language for materials
- Work closely with level artists to meet environment texture needs
- Create textures from scratch, from references, or from scans, and maintain an organized texture library
- Partner with modelers to propose texture options and assist with 3D mapping
- Collaborate with technical artists to optimize textures for performance while preserving quality
- Enhance 3D models by ensuring textures complement and elevate the visual fidelity of assets
- Participate in visual reviews, give and receive constructive feedback, and uphold quality standards
- Document and share workflows, techniques, and best practices
- Refine textures based on feedback from interdependent teams, and troubleshoot or optimize when necessary

What you bring to the team

- Proficiency with Substance Designer and Substance Painter, Photoshop, and industry-standard 3D software such as Maya or 3ds Max
- Strong knowledge of UV layout, material creation, and texture baking
- Experience with physically based rendering (PBR) workflows and real-time rendering pipelines
- Solid understanding of art fundamentals including lighting, composition, proportion, and colour theory, as well as game-specific constraints
- Attention to detail and aesthetic sensitivity
- Collaborative mindset, clear communication skills, and openness to iterative feedback
- Knowledge of shader creation or procedural texturing techniques is an asset

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best texture work, both realistic and stylized, with images or links to your 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. 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