



# Level Artist [Splinter Cell Remake]

**Toronto - Full-time - 744000095980255**

## **Apply Now:**

<https://jobs.smartrecruiters.com/Ubisoft2/744000095980255-level-artist-splinter-cell-remake-?oga=true>

As a Level Artist at Ubisoft Toronto for Splinter Cell, you will create captivating 3D environments with a focus on world building, storytelling, and pushing visual boundaries. You will be an environment architect, a visual storyteller, and an experience maker wrapped into one.

You will assemble and position key elements to deliver impactful visual moments and enhance the player experience. Every asset you carefully place, from a building to a prop, will tell a story and evoke atmosphere and mood. Even within a defined framework, you will push creative boundaries, using your artistic skills to adjust lighting, refine composition, and add just the right amount of detail to develop spaces with personality.

## **What you'll do**

- Collaborate with level designers and the art director to discuss and understand the game's intentions and vision
- Perform artistic research by gathering written descriptions and visual references
- Set up placeholders and request modeling and texturing support from artists
- Balance artistic quality with technical constraints and performance requirements
- Integrate and build assets in the game engine to set and dress polished scenes
- Ensure integrated work aligns with artistic direction and supports gameplay, making adjustments after testing

## **What you bring to the team**

- Proficiency with 3D software such as 3ds Max or Maya, and understanding of optimization techniques
- Solid grasp of art fundamentals including lighting, composition, and colour theory
- Creativity, curiosity, and resourcefulness
- Strong communication skills and ability to work collaboratively with multidisciplinary teams
- Keen eye for detail and openness to feedback

## **What to send our way**

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best level art work, 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.