



Modeling Artist

Montreal - Contract - 744000096004956

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You will be working closely with your team lead to design and create photorealistic characters, environment elements and/or props.

What You'll Do

- Work in cooperation with the texturing, lighting and rigging departments to ensure smooth integration of models throughout production.
- Optimize models for production performance while maintaining high visual quality
- Work with scans, references and artwork as a starting point
- Incorporate feedback from leads or supervisors and perform necessary iterations.
- Get involved in the continuous improvement of modeling tools and pipeline.

What you bring to the team

- 2 to 5 years of experience in 3D modeling in the VFX, animation or video game industries.
- Knowledge of Maya and ZBrush;
- Ability to follow established working techniques and foster a team and collaborative spirit.

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

At Hybride, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.