



Senior VFX Artist [Far Cry]

Montreal - Full-time - 744000096189275

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As a Senior VFX Artist at Ubisoft Montréal, you will take the lead in mentoring the VFX team and delivering visually impressive effects that enhance gameplay and immerse players in our worlds. From smoke and fire to explosions, snowfall, or waterfalls, your creations will enrich the game's atmosphere and spark curiosity.

You'll blend artistic vision with technical expertise, adapting to various tools while focusing on impactful, high-quality, real-time VFX. You'll guide the team in producing optimized visual effects, manage priorities, and maintain critical resources like the texture library.

What you'll do

- Mentor and review the work of the VFX team, covering both artistic aspects (textures, animations) and technical performance.
- Collaborate with the core team to understand the creative vision, setting visual effect priorities and maintaining an optimized texture library.
- Create realistic environmental, gameplay and cinematic effects using particle systems and custom textures.
- Partner with programmers and technical artists to define needs and develop tools.
- Work within technical constraints to produce functional and visually engaging effects.
- Integrate your VFX assets into the game engine.
- Refine effects based on playtest results and team feedback, ensuring optimization and performance.
- Balance creative ambition with project limitations while adapting to feedback.

What you bring to the team

- Proficiency in simulation software such as Embergen or Houdini.
- Skilled in 2D art tools like Photoshop and 3D software such as Maya or 3DS Max.
- Experience working with game engines such as Unity or Unreal.
- Solid understanding of vector mathematics and core art principles including lighting, composition, proportion, and colour theory.
- Strong attention to detail and an eye for artistic quality.
- Leadership skills with the ability to guide, mentor, and inspire colleagues.
- Collaborative mindset and adaptability to feedback.
- Excellent communication and presentation skills.
- Knowledge of shader writing and optimization is a strong asset.

What to send our way

- Your CV highlighting relevant skills and experience.
- A demo reel showcasing your best work with a clear breakdown of each piece. Please include samples or a link to your personal 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.