



Character Artist

Montreal - Full-time - 744000102172466

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As a Character Artist at Ubisoft Montréal, you will create people, creatures, and animals that players can interact with and connect to. You'll combine your artistic vision and technical expertise to craft the physical traits that define the characters inhabiting our worlds.

You'll enjoy designing characters that are detailed, complex, and full of personality. Creating **blend shapes**, ensuring strong **topology**, and building **optimized meshes** will be opportunities for you to sharpen your skills. You'll actively seek feedback from your peers to refine your art and lay the foundation for bringing characters to life.

What you'll do

- Collaborate with art and narrative teams to understand the game's **creative and artistic vision**.
- Review **concept art** and **narrative guidelines**, researching references to prototype characters (faces, physique, clothing, and more).
- Develop and refine character designs through the **3D pipeline**: modeling, sculpting, texturing, retopologizing, and UV unwrapping.
- Balance **artistic elements** with **technical constraints** to deliver visually appealing and functional assets.
- Work closely with riggers and animators to ensure characters move **believably**.
- Integrate **feedback** from collaborators into your work.
- Adapt designs to align with evolving project needs.

What you bring to the team

- Experience creating stylized characters and clothing.
- A strong eye for **storytelling**, personality, and emotional depth in character art.
- Proficiency with **2D tools** (such as Photoshop) and **3D software** (3DS Max, Maya, Substance Painter, Marvelous Designer, ZBrush).
- Solid understanding of **topology**, **materials**, **textures**, **proportions**, and **anatomy**, plus animation and game constraints (polygon count, memory).
- Creative, collaborative, and innovative mindset.
- Strong communication and interpersonal skills.
- Motivation to seek and apply feedback effectively.
- Ability to adapt to changing project requirements.
- Knowledge of **3D scanning** and optimization techniques, an asset.
- Interest in cozy or sandbox games, a plus.

What to send our way

- Your CV highlighting relevant skills and experiences.
- A portfolio showcasing your best 3D character work, especially projects transitioning a 2D concept into a 3D model. Include images or links to your personal website or online portfolio.
- Examples of work that encourage **player creativity**, such as customization features, or demonstrate iterative concept development.

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable experiences, from Assassin's Creed and Rainbow Six to Just Dance and many more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join us and help create the unknown!

We embrace a hybrid work model that keeps you connected with your team and aligned with business priorities, while giving you the flexibility to maintain your work-life balance. Please note: some roles are fully office-based and not eligible for hybrid work.