



Character Artist - Modeling & Texturing [6-month contract]

Toronto - Full-time - 744000102608905

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As a Character Artist at Ubisoft Toronto, you will create high-quality, real-time character art for integration into our projects. You'll work closely with the Art Director for creative direction, collaborate with the Technical Director to meet performance requirements, and ensure your work aligns with technical and artistic standards. You'll use tools such as ZBrush, Marvelous Designer, and scan-based workflows to produce detailed, optimized characters that bring life and emotion to our worlds.

What you'll do

- Collaborate with the Art Director to deliver detailed, high-quality character models that align with the creative vision
- Interpret and work from references to create realistic characters and clothing
- Build high-resolution meshes using scans, sculpting, and digital tailoring tools
- Retopologize models into optimized, rig-friendly low-poly versions for integration
- Create and apply textures using physically based rendering (PBR) workflows
- Generate and optimize UV layouts for efficient texture use
- Address feedback from art and technical teams to refine characters
- Partner with animators, designers, and programmers to ensure characters meet gameplay and technical needs

What you bring to the team

- Proficiency in character modeling tools such as 3ds Max, Maya, or Blender
- Strong skills in digital sculpting with ZBrush and advanced garment creation using Marvelous Designer
- Ability to work with scan-based and photo-real assets
- Solid knowledge of topology for animation and facial expression range
- Expertise in texturing using tools like Substance Painter, including normal map extraction
- Knowledge of PBR workflows and efficient texture space usage
- Strong understanding of human anatomy, clothing form, and character silhouette
- Collaborative mindset with the ability to adapt to project pipelines and technical constraints

What to send our way

- Your CV highlighting relevant skills and accomplishments

- Portfolio showcasing high-quality character models, textures, and technical optimizations

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!

This posting is for an existing vacancy and is not intended to build a candidate pool for future opportunities.

The yearly base salary range for this full-time position is \$70,000 to \$120,000 CAD. Your actual base pay will be determined following the interview process, taking into account your experience, skills, scope of responsibilities, and qualifications to ensure fair compensation.

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.