Technical Art Director [Splinter Cell Remake]

Toronto - Full-time - 744000102616606

Apply Now:

As a Technical Art Director at Ubisoft Toronto, you will guide our teams in shaping the artistic and technical vision of the project. You will bring a deep understanding of our technology, a broad view of the game as a whole, and the ability to connect creative ideas with practical solutions.

What you'll do

- Collaborate with core team members to shape the overall **technical vision** and assess **technical feasibility**.
- Identify and evaluate **project risks**, including engine, data, and feature challenges.
- Review existing tools and design **custom tools** that support art pipelines and workflows.
- Lead a team of technical artists, aligning their **skills** and **strengths** with project needs.
- Meet with technical artists and assistant technical art directors to share updates, maintain **standards**, and provide feedback.
- Follow complex issues related to **lighting**, ensuring the right experts are involved and progress continues.
- Partner with technical stakeholders to approve, teach, and maintain **technical specifications**.
- Prepare post-mortems and recommend improvements to enhance how we build and integrate graphic data.
- Stay informed on **industry trends** and technological advances, contributing to best practices across teams.
- Understand modern rendering pipelines, including **ray tracing**, **HDR**, and **global illumination**, to guide the technical art team's work.
- Revitalize topics that lose momentum, ensuring forward progress.
- Participate in recruitment and help develop technical art talent.

What you bring to the team

- 7+ years of art, technical art and programming experience (or other relevant experience) + 5 years of leadership
- Broad art knowledge, including characters, textures, modeling, environments, lighting, rendering, shaders, and biomes.
- Strong understanding of **game engines** such as Unity or Unreal and their limitations.
- Proficiency with **2D tools** like Photoshop and **3D software** such as 3ds Max, Maya, and

Substance Painter.
- Familiarity with **scripting languages** such as C Sharp, Python, JavaScript, or MaxScript.
- Experience using **bug tracking tools** like Jira and **version control systems** such as Perforce.
- A collaborative, empathetic, and solution-oriented mindset.
- Strong communication, mentorship, interpersonal, and presentation skills.
- Critical thinking, time management, and organizational strengths.
- Curiosity, attention to detail, flexibility, and a resourceful approach to problem solving.

What to send our way

- Your CV highlighting relevant skills and shipped projects.
- A portfolio or samples of your work showcasing your technical art expertise.

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 $110,000 to $160,000 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.