



Character Artist [Rainbow Six Siege]

Montreal - Full-time - 744000102623177

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As a **Character Artist** at **Ubisoft Montréal**, you will create characters that feel alive and believable. You will bring people, creatures, and animals to life by blending artistic vision with technical expertise. Your work as a Character Artist will shape their physical features, support their expressiveness, and help build the foundation that allows them to move, act, and inhabit our worlds.

What you'll do

- Collaborate with art and narrative teams to align character work with the game's creative vision
- Study concept art and narrative guidelines and research **references** to prototype character features
- Develop and refine character art across the **3D pipeline** including modeling, sculpting, texturing, retopology, and UV unwrapping
- Balance artistic quality with **technical constraints** to achieve optimized and functional characters
- Partner with **rigging** and **animation** teams to support believable movement
- Integrate feedback from playtesters and cross-disciplinary partners
- Create and adjust **blend shapes**, edge flow, and meshes to improve character performance
- Research and model **clothing, anatomy, and materials** to enhance character authenticity

What you bring to the team

- A portfolio showing **AAA-quality character work** and your 3D art process
- Experience using **2D art tools** like Photoshop and **3D software** such as 3DS Max, Maya, ZBrush, Substance Painter, or Marvelous Designer
- Strong understanding of **topology, materials, textures, proportions, and anatomy**, as well as game constraints like polycount and memory usage
- Curiosity for **modern tactical gear**, armors, outfits, and headgear
- Familiarity with **3D scanning** and optimization techniques
- A collaborative mindset and openness to feedback
- Clear communication skills and a drive to improve your craft

What to send our way

- Your CV highlighting relevant skills and experience
- A portfolio showcasing your best 3D character work, including examples showing the transition from a 2D design to a 3D model

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.