



Texture Artist [Splinter Cell Remake]

Toronto - Full-time - 744000103385236

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000103385236-texture-artist-splinter-cell-remake-?oga=true>

As a Texture Artist at Ubisoft Toronto, you will bring immersive and realistic 3D worlds to life by creating and applying textures that enhance visual storytelling. You'll craft texture sets that unify and elevate the overall gameplay environment, ensuring they meet artistic, technical, and performance goals while adapting to new tools and workflows.

What you'll do

- Collaborate with the art team to understand the project's artistic vision and determine texture priorities
- Research and collect visual references to develop a consistent and high-quality texture language
- Apply physically based rendering (PBR) workflows to create realistic materials
- Partner closely with level artists to identify environment texture needs
- Create textures from scratch, reference images, or scans, and organize them in a texture library
- Work with modelers and level artists to select suitable textures and assist in accurate 3D mapping
- Balance artistic quality with performance budgets and technical constraints
- Document processes, share tips, and capture best practices for easy reference
- Iterate and optimize textures based on feedback from cross-disciplinary teams
- Bake textures from high-resolution meshes and plan texture atlases with basic modeling skills

What you bring to the team

- Skill in basic modeling and the ability to create texture breakdowns for asset sets
- Proficiency in tools such as Substance Designer and familiarity with 3D software (3ds Max, Blender, Houdini, ZBrush, Maya) and game engines like Unreal Engine
- Strong art fundamentals, including lighting, composition, proportion, and color theory
- Solid understanding of PBR workflows and game production constraints
- Passion for materials, textures, and immersive worldbuilding
- Good sense of scale and ability to maintain visual consistency across environments
- Knowledge of the game environment creation process
- Strong communication and presentation abilities
- Effective time-management skills and openness to feedback
- Basic shader skills, including work with layered material systems

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing texture work, material creation, and related projects

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.