



VFX Artist [Splinter Cell Remake]

Toronto - Full-time - 744000103386175

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As a **VFX Artist** at Ubisoft Toronto, you will create visually impressive moments that enhance gameplay and immerse players in the game world. As a Visual Effects Artist, you will combine artistic creativity with technology to design, build, and integrate high-quality real-time effects that support the creative vision of the game. Working closely with multidisciplinary teams, the Visual Effects Artist helps bring environments, characters, and gameplay moments to life.

What you'll do

- Collaborate with the core production team to understand the creative vision and set **visual effects priorities**
- Create **environmental and character VFX** such as smoke, fire, explosions, weather, and atmospheric effects
- Author and integrate effects using **particle systems**, textures, and modeled assets
- Partner with **programmers, animators, designers, lighting artists, and tech art** to develop gameplay assets and tools
- Work within **technical constraints** to deliver performant, visually appealing real-time effects
- Integrate VFX into the **game engine** and validate correct functionality
- Optimize and debug effects in collaboration with **quality control and technical teams**
- Iterate on work by adapting to **art reviews, gameplay feedback, and playtests**

What you bring to the team

- Demonstrated ability to create **real-time VFX for games**, shown through a demo reel or portfolio
- Working knowledge of **game engines** such as Unity or Unreal Engine
- Experience with **VFX and content creation tools** such as Photoshop, EmberGen, Houdini, Maya, 3DS Max, or Blender
- Familiarity with **compositing tools** like After Effects or Nuke
- Strong understanding of **art fundamentals** including lighting, composition, color theory, and animated motion
- Comfort with **basic vector math**, node graphs, or visual scripting workflows
- A **collaborative mindset**, strong communication skills, and attention to detail
- Interest in or exposure to **procedural workflows, shaders, or VFX scripting** is a plus

What to send our way

- Your CV highlighting relevant skills and experiences

- A **demo reel** showcasing your best VFX work, including process breakdowns, with links to an online portfolio or personal website

About us

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.

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.