



# Lighting Artist [6-month contract]

**Toronto - Full-time - 744000103742330**

## Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000103742330-lighting-artist-6-month-contract?oga=true>

As a Lighting Artist at Ubisoft Toronto, you will design and implement high-quality lighting for both gameplay and cinematics. Your work will shape atmospheres, guide player attention, and enhance the game's visual experience, balancing artistic direction with gameplay needs, narrative goals, technological constraints, and production deadlines.

## What you'll do

- Review game design and artistic direction documents to understand lighting goals and challenges
- Collaborate with the Graphic Technical Director and programmers to develop lighting-specific tools and features
- Work closely with the Artistic Director to align lighting with the project's vision
- Create lighting systems that enhance atmosphere, support gameplay, and highlight the work of other teams
- Define moods and atmospheres through light placement and effects
- Validate lighting quality with artistic and technical leads, adjusting based on feedback
- Test lighting quality in-game and refine it as needed
- Partner with other teams to identify and address lighting issues
- Serve as a point of contact for external teams and outsourcing partners on technical lighting topics
- Resolve lighting bugs reported by testers
- Optimize lighting effects to meet artistic goals within engine performance limits

## What you bring to the team

- Strong artistic understanding of lighting, colour, and image composition
- Experience with real-time and pre-rendered lighting techniques
- Skills in shading, textures, special effects, image processing, or other related fields
- Familiarity with cinematic, filmic, and colour grading techniques
- Knowledge of photography principles
- Understanding of game production workflows and collaboration with cross-functional teams
- Attention to detail with creative problem-solving abilities
- Initiative, resourcefulness, and adaptability to feedback

## What to send our way

- Your CV highlighting relevant skills and experiences

- A portfolio or reel showcasing lighting work in games or related media

**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.