



Concept Art Team Lead [Rainbow Six Siege]

Montreal - Full-time - 744000105676005

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As a Concept Art Team Lead at Ubisoft Montreal, you will guide and inspire a team of Concept Artists working on Rainbow Six Siege. You will foster a collaborative and creative environment while ensuring that all deliverables meet artistic standards and project timelines. You will work closely with production and other teams to make sure concepts support the vision and needs of the project.

What you'll do

- Lead and mentor a team of Concept Artists, encouraging creativity and collaboration
- Plan, prioritize, assign, and monitor tasks based on project goals and deliverables
- Partner with production to ensure quality and consistency of concept art
- Provide constructive feedback to support artistic and technical growth
- Stay informed about industry trends and integrate best practices into creative processes
- Understand the game's story, gameplay, and constraints to guide the team effectively
- Identify and help resolve conflicts or challenges within the team
- Participate in performance follow-up in collaboration with production management
- Support onboarding of new team members

What you bring to the team

- Portfolio demonstrating expertise in concept art and mastery of diverse styles and genres
- Skills in team management and leadership within a creative environment
- Strong communication and collaboration abilities across disciplines
- Proficiency in relevant graphic design tools such as Adobe Creative Suite
- Solid understanding of video game production processes

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or examples of concept art showcasing your expertise