Character Technical Director - (Assassin's Creed project)

Quebec City - Full-time - 744000106360780

Apply Now:

The Character Technical Director (TD) is responsible for the technical quality and content of character modeling. Their role is to optimize the team's productivity through efficient technical processes (pipelines), with the ultimate goal of enhancing the player experience. This includes identifying project needs, implementing effective tools and workflows to streamline data integration into the game engine, and providing technical support to the character modeling team.

What You'll Do

- **Pipeline Definition**: Design, document, and maintain workflows related to character modeling, texturing, rigging, and integration.
- **Technical Optimization**: Ensure asset performance (LODs, poly budgets, textures, shaders) while respecting memory and CPU/GPU constraints.
- **Artist Support**: Develop tools and scripts to improve production efficiency and support artists in their daily work.
- **Cross-Disciplinary Collaboration**: Work closely with animation, gameplay, engine, and lighting teams to ensure technical compatibility.
- **Innovation**: Explore and integrate new technologies such as 3D scanning, grooming systems, and advanced shaders.
- **Documentation**: Create and maintain technical guides for both internal and external teams.

What You Bring to the Team

- **Education**: Diploma in 3D Animation for Video Games or any other relevant training.
- **Technical Expertise**: Strong command of game engines, PBR pipelines, and tools such as Maya, ZBrush, Substance, and Houdini.
- **Programming Skills**: Solid knowledge of scripting languages and shader development.
- **Quality & Performance Focus**: Ability to balance visual quality with technical constraints.
- **Communication**: Skilled at explaining technical concepts to non-technical team members.
- **Technical Leadership**: Ability to mentor and support Technical Artists and Character Artists in adopting best practices.
- **Proactivity**: A forward-thinking mindset with the ability to anticipate technical challenges and propose innovative solutions.

Charles-Antoine and Marie, our talent acquisition specialists, will analyze your application. Please send us your **CV** highlighting your education, experience and skills.

About us

Ubisoft is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assasin'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 us create the unknown!