Technical Art Director [Splinter Cell Remake]

Toronto - Full-time - 744000107594875

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As a Technical Art Director at Ubisoft Toronto, you will guide our teams in shaping the artistic and technical vision of the project. You will bring a deep understanding of our technology, a broad view of the game as a whole, and the ability to connect creative ideas with practical solutions.

What you'll do

- Collaborate with core team members to shape the overall **technical vision** and assess **technical feasibility**.
- Identify and evaluate **project risks**, including engine, data, and feature challenges.
- Review existing tools and design **custom tools** that support art pipelines and workflows.
- Lead a team of technical artists, aligning their **skills** and **strengths** with project needs.
- Meet with technical artists and assistant technical art directors to share updates, maintain **standards**, and provide feedback.
- Follow complex issues related to **lighting**, ensuring the right experts are involved and progress continues.
- Partner with technical stakeholders to approve, teach, and maintain **technical specifications**.
- Prepare post-mortems and recommend improvements to enhance how we build and integrate graphic data.
- Stay informed on **industry trends** and technological advances, contributing to best practices across teams.
- Understand modern rendering pipelines, including **ray tracing**, **HDR**, and **global illumination**, to guide the technical art team's work.
- Revitalize topics that lose momentum, ensuring forward progress.
- Participate in recruitment and help develop technical art talent.

What you bring to the team

- 7+ years of art, technical art and programming experience (or other relevant experience) + 5 years of leadership
- Broad art knowledge, including characters, textures, modeling, environments, lighting, rendering, shaders, and biomes.
- Strong understanding of **game engines** such as Unity or Unreal and their limitations.
- Proficiency with **2D tools** like Photoshop and **3D software** such as 3ds Max, Maya, and

Substance Painter.
- Familiarity with **scripting languages** such as C Sharp, Python, JavaScript, or MaxScript.
- Experience using **bug tracking tools** like Jira and **version control systems** such as Perforce.
- A collaborative, empathetic, and solution-oriented mindset.
- Strong communication, mentorship, interpersonal, and presentation skills.
- Critical thinking, time management, and organizational strengths.
- Curiosity, attention to detail, flexibility, and a resourceful approach to problem solving.

What to send our way

- Your CV highlighting relevant skills and shipped projects.
- A portfolio or samples of your work showcasing your technical art expertise.

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 $110,000 to $160,000 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.