Texture Artist [Splinter Cell Remake]

Toronto - Full-time - 744000111873560

Apply Now:
https://jobs.smartrecruiters.com/Ubisoft2/744000111873560-texture-artist-splinter-cell-remake-?oga=true

As a **Texture Artist** at Ubisoft Toronto, you will bring immersive and believable 3D worlds to life by creating high quality textures that support visual storytelling. In this **Texture Artist** role, you will craft texture sets that elevate gameplay environments while meeting artistic direction, technical requirements, and performance goals. Working closely with multiple art disciplines, you will adapt to evolving tools and workflows and help define a cohesive visual language across the project.

What you'll do

- Collaborate with the art team to understand the project's **artistic vision** and define texture priorities
- Research and gather **visual references** to develop a consistent and high quality texture language
- Create realistic materials using **physically based rendering PBR workflows**
- Partner with level artists to identify **environment texture needs** and visual requirements
- Produce textures from scratch, reference imagery, or scans, and maintain a **texture library**
- Work with modelers and level artists to support **UV mapping** and accurate texture application
- Balance **artistic quality** with performance budgets and technical constraints
- Document workflows, share tips, and capture **best practices** for team reference
- Iterate and optimize textures based on **cross disciplinary feedback**
- Bake textures from high resolution meshes and support **texture atlases** using basic modeling skills

What you bring to the team

- Apply **basic modeling skills** to support texture creation and asset breakdowns
- Use tools such as **Substance Designer** and work comfortably with 3D software and game engines like **Unreal Engine**
- Demonstrate strong **art fundamentals**, including lighting, composition, proportion, and color theory
- Understand **PBR workflows** and real time game production constraints
- Show a passion for **materials, textures, and worldbuilding**
- Maintain a strong **sense of scale** and visual consistency across environments
- Understand the **game environment creation pipeline**
- Communicate ideas clearly and present work effectively
- Manage time well and integrate **constructive feedback**
- Apply basic **shader knowledge**, including layered material systems

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing **texture work**, material creation, and related projects

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 $65,000 to $115,000 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.