VFX Artist [Far Cry]

Montreal - Full-time - 744000112480296

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As a **VFX Artist** at Ubisoft **Montréal**, you will create impactful environmental and gameplay effects that enhance immersion and support moment-to-moment player experience. From smoke, fire, explosions, weather, and water interactions, your work as a VFX Artist will help bring the Far Cry world to life.

You will combine creativity and technical expertise to design high quality, real-time effects. You will adapt to a range of tools while collaborating closely with other teams to integrate and refine gameplay-driven VFX within the game engine.

What you'll do

- Collaborate with **creative leadership** to understand the gameplay vision and set VFX priorities
- Create **environmental and gameplay effects** using particle systems and original textures
- Partner with **programming teams** to assess needs and contribute to tool development
- Design effects within **technical constraints** while maintaining clarity and visual impact
- Integrate **VFX into the game engine** with a focus on gameplay readability
- Iterate on effects using **playtest feedback**, debugging and optimizing as needed
- Adjust effects based on **cross-team feedback** to improve player experience
- Respond to **post-launch community feedback** when applicable, balancing expectations and limitations

What you bring to the team

- Demonstrated skills in **real-time visual effects creation** for gameplay-driven experiences
- Hands-on experience with **3D workflows**, including modeling, texturing, lighting, or image processing
- Working knowledge of **2D art tools**, **compositing software**, **3D software**, and **game engines**
- Understanding of **art fundamentals** such as lighting, composition, proportion, and color theory
- Familiarity with **basic vector math** applied to VFX systems
- Ability to **receive feedback** and adapt your work iteratively
- A **creative and collaborative mindset** with strong communication skills
- Experience with **procedural tools**, **shader creation**, or **shader optimization**, an asset

What to send our way

- Your CV highlighting relevant skills and experiences
- A **demo reel or portfolio** showcasing gameplay and environmental VFX, including a breakdown of your process