



VFX Artist [For Honor]

Montreal - Full-time - 744000112482816

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As a **VFX Artist** at Ubisoft Montréal, you will create, integrate, and optimize real-time visual effects that enhance gameplay readability, immersion, and the overall player experience. Working under the guidance of the VFX Team Lead, you will contribute to new game content including Heroes, events, skins, maps, and monetization assets, while respecting the project's artistic vision, technical constraints, and production goals.

What you'll do

- Create and integrate **real-time visual effects** for combat, environment, and cinematic moments aligned with the artistic direction.
- Deliver **visual effects** for Heroes, events, maps, skins, and monetization content that support gameplay clarity and player experience.
- Collaborate closely with **Game Design, Animation, Audio, Map/Event, Programming, and UI** teams to ensure visual and functional consistency.
- Partner with the **VFX Team Lead** to prioritize tasks, adjust deliverables, and maintain visual quality.
- Integrate effects into the **game engine**, ensuring performance, readability, and stability.
- Iterate on effects using **cross-discipline feedback**, including debugging and optimization within technical constraints.
- Adjust effects based on **post-launch feedback**, balancing visual ambition with performance considerations.
- Contribute to **polish phases** and maintain a high level of visual quality through final delivery.

What you bring to the team

- Demonstrated ability to create **real-time visual effects** for games or interactive media.
- Strong understanding of **gameplay readability** and how visual effects support player feedback.
- Experience integrating and optimizing effects within a **game engine**.
- Ability to collaborate effectively with **cross-functional teams** in a production environment.
- Solid artistic skills in **timing, motion, color, and composition**.
- Comfort iterating based on **feedback and technical constraints**.
- Attention to detail with a strong focus on **visual quality**.
- Portfolio or project examples showcasing **real-time visual effects**.

What to send our way

- Your CV highlighting relevant skills and experiences

- A **portfolio, demo reel, or project links** showcasing your real-time visual effects work