



Character Artist [Assassin's Creed Invictus]

Montreal - Full-time - 744000114977977

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As a **Character Artist** at Ubisoft Montréal, you will create high-quality, realistic characters for a flagship AAA franchise. In this Character Artist role, you will help define visual standards, produce hero characters, and support the overall quality and growth of the character art team.

What you'll do

- Create **high-quality, realistic characters** for an established AAA franchise such as Assassin's Creed
- Produce **complete hero characters** that serve as **production references** and a **working foundation** for the team
- Develop **premium outfits** designed to support in-game monetization
- Translate **art direction** into detailed, believable character assets
- Define and uphold **character quality standards** in collaboration with the Art Director and character art leadership
- Mentor and support **junior and intermediate character artists** through feedback and guidance
- Collaborate with internal teams and external partners to ensure consistent **visual quality**
- Contribute to the continuous improvement of **character art pipelines and best practices**

What you bring to the team

- Demonstrated ability to **ship realistic, high-quality characters** in a AAA production environment
- Strong skills in **character modeling, sculpting, and texturing**
- Solid understanding of **anatomy, materials, and proportions**
- Experience with **character art tools and production workflows**
- Ability to respect and reinforce a **clear artistic vision**
- Experience contributing to **quality benchmarks or visual standards**
- Collaborative mindset with an interest in **mentorship and knowledge sharing**
- Clear communication skills within multidisciplinary teams

What to send our way

- Your CV highlighting relevant skills and experiences
- A **portfolio** showcasing realistic character work, shipped assets, and high-quality outfits