Senior Textures Artist [Assassin's Creed]

Quebec City - Full-time - 744000115019890

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As a **Senior Textures Artist** at **Ubisoft Quebec City**, you play a key role in defining and delivering the materials and textures vision for an AAA project built on the Anvil engine. You act as the reference for the Materials craft, ensuring **surface quality**, **visual consistency**, and **performance** across the game. You work closely with Art Direction, Technical Art, Rendering, Production, and creative teams to support the project's artistic ambition while maintaining a **robust and scalable pipeline**.

What you'll do

- Define and champion the project's **materials and textures vision**, including PBR standards and visual references
- Ensure **surface consistency and visual fidelity** across all Anvil lighting scenarios
- Create **high quality PBR materials and textures** using **Substance 3D Designer and Painter**, scans, and photogrammetry
- Build and maintain **optimized material systems**, including variants, wear, blending, and decals
- Partner with **Technical Art and Rendering** to optimize shaders, memory budgets, streaming, and GPU cost
- Perform **visual analysis and debugging** using Anvil internal tools
- Structure and evolve the **materials and textures pipeline**, including documentation, standards, and automation
- **Mentor and support the team**, providing clear feedback and sharing best practices

What you bring to the team

- Strong expertise in **game art** with a focus on materials and textures for large scale projects
- Deep understanding of **physically based rendering**, surface storytelling, and high fidelity materials
- Advanced skills with **Substance 3D Designer and Painter**, **Photoshop**, **ZBrush**, and scan based workflows
- Experience working with **proprietary engines**, ideally **Anvil** or equivalent internal technologies
- Solid knowledge of **real time shading**, **GPU and memory optimization**, and complex material setups
- Proven ability to **collaborate, communicate, and provide technical leadership**
- Comfort documenting **clear, scalable workflows**

- Interest in **pipeline improvement and tool development**

What to send our way

- Your CV highlighting relevant skills and experience
- A **portfolio** or project examples showcasing textures, materials, PBR workflows, and real time rendering