



Technical Artist

Montreal - Full-time - 744000117967968

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As a **Technical Artist** at Ubisoft **Montreal**, you will design, build, and support procedural content generation systems that enable teams to create high-quality, scalable environments while meeting production and performance requirements. You will work closely with artists, designers, and programmers to deliver reliable, production-ready solutions.

What you'll do

- Design, implement, and maintain **procedural content generation pipelines** using **Houdini** integrated into **Unreal Engine**.
- Create, optimize, and profile **materials and shaders** to support large-scale procedural environments.
- Develop **data-driven PCG systems** that generate environments, points of interest, variations, and fine details at scale.
- Prototype, iterate, debug, and deliver **production-ready tools and systems** across Houdini and Unreal.
- Ensure generated content meets **performance, stability, and runtime constraints**.
- Own the **quality and controllability** of generated content, including budgets, streaming, collisions, and navigation.
- Collaborate with art and design teams to maintain **artistic coherence** and strong playability.
- Take end-to-end ownership of **PCG tools**, including documentation, usability, and long-term maintainability.

What you bring to the team

- Strong experience with **procedural workflows** in Houdini and Unreal Engine.
- Solid understanding of **real-time rendering constraints** and performance optimization.
- Ability to design **robust and scalable systems** suitable for production environments.
- Strong problem-solving skills and comfort debugging complex technical setups.
- Experience collaborating across **art, design, and programming** disciplines.
- Clear communication skills to explain technical concepts to diverse teams.
- A portfolio or project examples demonstrating **procedural systems, tools, or pipelines**.

What to send our way

- Your CV highlighting relevant skills and experiences
- Links to tools, technical demos, or project work relevant to the **Technical Artist** role