



VFX Artist [Assassin's Creed Invictus]

Montreal - Full-time - 744000118237337

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As a VFX Artist at Ubisoft Montréal, you will create impactful visual moments that enrich gameplay and elevate the player experience. From smoke, fire, and explosions to snow, water, and environmental effects, your work as a VFX Artist will help bring immersive worlds to life.

In this role, you will combine creativity and technology to design high-quality real-time visual effects. You will adapt to a variety of tools while relying on your artistic eye and technical skills to create, integrate, and optimize effects directly in the game engine.

What you'll do

- Collaborate with creative direction to understand the overall vision and define visual effects priorities
- Create environmental effects using particle systems and original textures
- Partner with programming teams to assess needs and support tool development
- Design effects that respect technical constraints while maintaining strong visual impact
- Integrate visual effects in the game engine and ensure real-time performance
- Iterate on effects based on playtest results, debugging and optimizing as needed
- Adjust effects based on cross-team feedback
- Consider community feedback post-launch, when relevant, while balancing expectations and constraints

What you bring to the team

- Demonstrated skills in real-time visual effects for games or interactive media
- Hands-on experience with 3D production pipelines, including modeling, texturing, lighting, or image processing
- Knowledge of 2D art tools, compositing software, 3D software, and game engines
- Strong understanding of art fundamentals such as lighting, composition, proportion, and color theory
- Understanding of basic vector mathematics applied to visual effects
- Ability to receive feedback and adjust your work accordingly
- A creative and collaborative mindset that supports teamwork
- Strong communication and presentation skills, with close attention to detail
- Experience with procedural tools, shader creation, or optimization, considered an asset

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your strongest visual effects, including a brief explanation of your creative process