Character Artist [For Honor]

Montreal - Full-time - 744000118477596

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As a **Character Artist** at Ubisoft Montreal, you will create characters, creatures, and animals that players interact with throughout our games. You will combine artistic vision and technical skill to shape the look, personality, and believability of the characters that inhabit our worlds.

You will be involved in the full character creation process, collaborating closely with partner teams to refine your work, apply feedback, and help bring characters to life.

What you'll do

- Collaborate with art and narrative teams to understand the game's **creative and artistic vision**
- Study **concept art** and **narrative guidelines**, and gather references to prototype characters
- Create and refine characters across the **3D production pipeline**, including modeling, sculpting, texturing, retopology, and UV layout
- Build **facial and body deformation shapes** to support animation needs
- Balance **artistic intent** with **technical constraints** specific to game development
- Work with **rigging specialists** and animators to ensure believable movement
- Adjust your work based on **feedback** from partner teams
- Help maintain visual consistency across all character assets

What you bring to the team

- Strong skills in **3D character creation** for games
- Solid understanding of **topology**, anatomy, and proportions
- Proficiency with **3D creation software** and 2D digital art tools
- Ability to work within **real-time technical constraints**
- Collaborative mindset and openness to feedback
- Clear communication and teamwork skills
- Creative problem-solving abilities
- Experience applying **optimization techniques** to character assets

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best **3D character work**, ideally including examples of translating 2D concepts into 3D characters