



# 2D-3D Artist [Heix]

**Montreal - Full-time - 744000119471227**

**Apply Now:**

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As a 2D-3D Artist at Ubisoft Montreal, you will create mid to high resolution visuals that support our artistic vision and elevate the visual quality of our projects. Working closely with art and production teams, you will contribute to the creation, optimization, and rendering of 2D and 3D assets used across our games.

**What you'll do**

- Create high resolution images based on a clear brief or defined concept while respecting the art direction
- Produce posing, lighting, and rendering using 3D software or a game engine
- Modify, optimize, and upscale existing 2D and 3D assets
- Perform image processing and retouching using Adobe Photoshop
- Research and gather visual references aligned with the artistic vision
- Collaborate with artists, art directors, and technical teams to ensure visual consistency
- Propose creative solutions to artistic or technical challenges related to 3D production
- Support additional related tasks as needed during production

**What you bring to the team**

- Demonstrated skills in 3D modeling, texturing, lighting, and rendering
- Strong artistic judgment and a keen eye for detail and composition
- Solid understanding of anatomy applied to posing and character visuals
- Ability to adapt to production constraints and changing priorities
- Openness to feedback and ability to integrate it constructively
- Capacity to work efficiently under time constraints
- Experience with Maya, 3ds Max, V-Ray, Substance Painter, and Photoshop
- Knowledge of Blender, ZBrush, Illustrator, Unreal Engine is considered an asset
- Experience with Python scripting is a nice-to-have
- Openness toward artificial intelligence tools

**What to send our way**

- Your CV highlighting relevant skills and professional experience
- A portfolio showcasing 2D and 3D work, including renders, lighting, and visual polish

**Please note that this is a 1 year contract.**