



# Technical Artist [VFX]

**Montreal - Full-time - 744000119997315**

**Apply Now:**

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As a Technical Artist, you will join a small, empowered team building an ambitious multiplayer experience in Unreal Engine. We're looking for hands-on developers with a strong execution mindset, ownership, and pride in building something real - together.

**What you'll do**

- Design, implement, and maintain real-time VFX systems using Unreal Engine and Niagara, integrated directly into gameplay
- Prototype, integrate, iterate on, and debug visual effects in-editor, in real gameplay conditions
- Collaborate closely with gameplay, animation, and technical design to deliver clear and impactful effects
- Own the readability, performance, and scalability of VFX across GPU and CPU budgets
- Optimize effects using LOD, pooling, and instancing strategies
- Define, improve, and document VFX pipelines and tools to accelerate iteration
- Take end-to-end ownership of VFX systems, from artistic consistency to technical robustness

**What you bring to the team**

- Strong hands-on experience as a Technical Artist in Unreal Engine, with a focus on VFX
- Solid knowledge of Niagara, materials, and shaders
- Understanding of performance optimization for real-time and multiplayer games
- Ability to work directly in the editor and debug effects in gameplay context
- Comfort collaborating across disciplines in a production environment
- Ownership mindset and pride in delivering reliable, playable effects
- Ability to balance visual quality with technical constraints
- Clear communication and documentation skills

**What to send our way**

- Your CV highlighting relevant skills and experiences
- Optional: a portfolio or project links showcasing your work in Technical Art