



Principal Lighter [Assassin's Creed Invictus]

Montreal - Full-time - 744000122464709

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As a **Principal Lighter** at Ubisoft **Montréal**, you will define and drive high-quality real-time lighting for ambitious gameplay and cinematic experiences. Working at the intersection of art and technology, you will combine cinematic sensibility, strong visual culture, and advanced technical expertise to support large-scale productions.

What you'll do

- Define and implement **real-time lighting** for gameplay and cinematics.
- Establish and evolve **lighting workflows** that are efficient, scalable, and production-ready.
- Develop and support **lighting tools** in **Anvil** to empower art teams while ensuring engine stability.
- Collaborate closely with **rendering, VFX, environment, character, and animation teams** to preserve artistic intent in engine.
- Align **art direction, technical constraints, and production goals** through active participation in planning and decision-making.
- Provide **advanced technical guidance** on lighting, rendering, and performance challenges.
- Optimize **lighting scenes and assets** to ensure stable performance across all platforms.
- Build and maintain **reusable lighting assets and libraries**.
- Act as a **technical and artistic reference**, sharing standards, best practices, and methodologies across teams.

What you bring to the team

- Strong expertise in **cinematography, visual storytelling, and composition** applied to real-time projects.
- Proven ability to translate **narrative and emotional intent** into clear, impactful lighting solutions.
- Advanced knowledge of **real-time rendering, high dynamic range, sky maps, and lighting systems**.
- Solid understanding of **performance optimization**, including **GPU and CPU budgets**.
- Comfort operating autonomously in **complex technical environments** and large-scale productions.
- Strong communication skills enabling collaboration with both **artistic and engineering teams**.
- Clear sense of **priorities, quality expectations, and production realities**.
- Passion for **innovation, experimentation, and knowledge sharing**.

What to send our way

- Your CV highlighting relevant skills and experience.
- Examples of lighting work or systems you contributed to, such as in-game captures, breakdowns, or technical demonstrations.