



Storyboard Artist [Rainbow Six Siege]

Montreal - Full-time - 744000124160069

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As a **Storyboard Artist** at Ubisoft Montréal, you will visually translate narrative and artistic intentions into clear, animated storyboards and animatics. Your work will help teams align early on creative direction and support the animation department by exploring ideas, pacing, framing, and camera movement in both 2D and 3D environments. The **Storyboard Artist** role is well suited to professionals coming from film or animation, with video game experience considered an asset.

What you'll do

- Create **animated storyboards and animatics** to visualize narrative beats, action, and intent.
- Translate **artistic direction** into clear visual sequences using references and production documents.
- Collaborate closely with **animation, visual design, and VFX teams** to align creative vision.
- Organize image sequences to establish **rhythm, pacing, and clarity** of action.
- Animate **2D sequences**, including key poses, in-betweens, and visual effects intent.
- Animate **camera movement in 3D environments** while integrating 2D elements.
- Present work regularly for feedback from **Animation, Art, and Project Directors**.
- Track your tasks and progress with autonomy while adapting to creative feedback.

What you bring to the team

- Demonstrated ability to **synthesize ideas visually** and communicate complex concepts clearly.
- Strong understanding of **cinematographic language** and visual storytelling principles.
- Proficiency with **Grease Pencil, Blender, and After Effects** or similar tools.
- Solid foundation in **2D animation** and staging.
- Comfort working in **collaborative, multidisciplinary teams**.
- Openness to feedback and ability to **adapt to change**.
- Creative problem-solving mindset with attention to detail.
- Experience in film, animation, or related industries; **video game experience is a plus**.

What to send our way

- Your CV highlighting relevant skills and experiences.
- A **portfolio or reel** showcasing storyboards, animatics, or visual storytelling work.