



Technical Art Director (Unreal)

Montreal - Full-time - 744000137122146

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000137122146-technical-art-director-unreal?oga=true>

As a Technical Art Director at Ubisoft Montreal, you will bring advanced expertise in rendering and graphics systems to support the project vision and production quality. You will work closely with leadership, programming, and creative teams to ensure the technical feasibility of visual features within the engine used by the project, Unreal.

You will help define the project's technical direction while balancing performance, visual quality, stability, and production efficiency. You will also support a team of Technical Artists by fostering collaboration, skill development, and alignment across practices.

What you'll do

- Collaborate with leadership teams to define the technical vision and evaluate the feasibility of graphical features
- Supervise and support a team of three Technical Artists and one Principal Technical Artist
- Develop and maintain technical solutions in **Unreal** to support visual goals and production needs
- Evaluate constraints related to **rendering**, memory, performance, and graphics systems in order to recommend appropriate solutions
- Design, improve, or integrate tools and workflows to support artistic and technical production pipelines
- Support creative and programming teams in **solving complex technical challenges**
- Define and maintain **technical standards**, best practices, and reference documentation
- Prepare technical reviews and recommend improvements to graphics production processes
- Monitor relevant **technological advancements** and share learnings with teams
- Contribute to recruiting, **mentoring**, and developing technical art talent

What you bring to the team

- Experience in technical direction within technical art or graphics programming in the video game industry
- Experience managing, mentoring, or coordinating technical teams
- Advanced knowledge of **Unreal** and deep understanding of rendering systems and graphics architecture
- Knowledge of constraints related to performance, memory, rendering pipelines, and graphics optimization
- Experience with digital art tools and 3D software such as **Maya**, **3ds Max**, and **Substance Painter** or similar tools
- Understanding of programming or scripting languages such as **C++**, **Python**, or **C#**

- Ability to clearly communicate technical concepts to a variety of partners
- Collaborative, structured, and solution-oriented approach

What to send our way

- Your CV highlighting your relevant skills and accomplishments
- Examples of projects, technical documentation, or other work relevant to the role