



Associate Art Director - Rainbow Six Siege

Montreal - Full-time - 744000137510699

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As an Associate Art Director at Ubisoft Montréal, you will play a key role in shaping and communicating the game's **artistic vision**, working both top down and bottom up. After contributing to the overall direction, you will help guide the visual identity of **characters** and **environments**, including **MTX and customization content**, while supporting a team of artists in bringing that vision to life.

You will communicate a **clear creative direction** while remaining open to its evolution, fostering a collaborative environment where ideas enhance the game's visual identity and player experience. In this role, you will actively contribute to building a **sustainable creative pipeline** for MTX and customization assets, expanding production beyond the seasonal cycle, and defining **high-level themes and concepts for events**, while ensuring artistic consistency and follow-through.

What you'll do

- Work closely with the **art director** to develop and evolve the game's **artistic vision**
- Generate ideas and conduct research to define the **art direction** of your area of ownership, characters or environments
- Collaborate with **concept artists** to translate ideas into relevant visual references and inspiration boards
- Present and explain **art concepts** to connect teams to the vision and guide execution
- Meet regularly with your team to exchange feedback, share suggestions, and set milestones
- Balance **artistic intent** with **technical constraints** throughout production
- Partner with other directors to review and validate in-game content to ensure **quality** and visual consistency
- Track **overall progress**, making sure art, narrative, design, and technology support each other

What you bring to the team

- A strong understanding of **art fundamentals**, including lighting, composition, architecture, anatomy, and proportion
- A broad artistic background and solid knowledge of **video game culture**
- Practical knowledge of **game engines** such as Unity or Unreal and their limitations
- Familiarity with **2D art tools** and commonly used **3D software**
- The ability to **support and guide** artistic teams
- Strong **communication**, collaboration, and presentation skills
- An openness to new ideas and diverse perspectives

- Comfort collaborating across **creative and technical disciplines**

What to send our way

- Your CV highlighting relevant skills and experiences
- A **portfolio** showcasing your best work, with images or links to a personal website or online portfolio