



User Interface Artist - Rainbow Six Siege

Montreal - Full-time - 744000137513479

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As a UI Artist at Ubisoft Montréal, you will design and produce the visual elements of the game interface, including menus, typography, iconography, color palettes, and heads-up display elements. You will work closely with the art direction, user experience design, and UI technical art teams to deliver a clear, cohesive, and intuitive interface.

What you'll do

- Create visual mockups and assets for menus, systems, and the **heads-up display**
- Transform 3D models into illustrated 2D elements using **rendering** and graphic editing techniques
- Design readable and intuitive interfaces by applying strong principles of **typography**, **color theory**, and **visual hierarchy**
- Maintain a consistent visual direction across the project's interface while following artistic guidelines
- Produce mockups, animatics, and simple prototypes to validate visual direction and **motion design**
- Collaborate with the **user experience** team to support usability, navigation, and player understanding
- Prepare and optimize interface assets for the **game engine** alongside UI technical artists
- Ensure readability, adaptability, and visual consistency across platforms and resolutions
- Adapt typography and layouts to support **localization** and text expansion
- Support visual bug fixing, interface polish, and **accessibility** goals

What you bring to the team

- Demonstrate strong skills in **graphic design** and visual organization
- Master the **Adobe Creative Suite**, including **Photoshop** and **Illustrator**
- Use **prototyping** or animation tools such as **After Effects** or **Figma**
- Understand current trends in **user interface design** and **motion design**
- Prepare interface assets for technical **pipelines**
- Apply **user-centered design** principles
- Adapt interfaces for multiple languages and cultural contexts
- Collaborate effectively with multidisciplinary teams and communicate clearly

What to send our way

- Your CV highlighting relevant skills and experiences

- A portfolio showcasing UI or graphic design work