



Character Artist - Modeling & Texturing

Toronto - Full-time - 744000137514209

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As a **Character Artist** at Ubisoft **Toronto**, you'll create high-quality, real-time character art for integration into our projects. You'll work closely with the **Art Director** to follow the creative vision and collaborate with the **Technical Director** to meet performance goals. Using tools such as **ZBrush**, **Marvelous Designer**, and **scan-based workflows**, you'll produce detailed, optimized characters that bring life and emotion to our worlds while meeting technical and artistic standards.

What you'll do

- Collaborate with the **Art Director** to deliver detailed, high-quality **character models** aligned with the creative vision
- Interpret references to create realistic **characters** and **clothing**
- Build high-resolution meshes using **scans**, **digital sculpting**, and **digital tailoring** tools
- Retopologize assets into optimized, **rig-friendly** low-poly models for integration
- Create and apply **textures** using **physically based rendering** workflows
- Generate and optimize **UV layouts** for efficient texture usage
- Address feedback from **art** and **technical** teams to refine characters
- Partner with **animators**, **designers**, and **programmers** to meet gameplay and technical needs

What you bring to the team

- Proficiency with **character modeling tools** such as **3ds Max**, **Maya**, or **Blender**
- Advanced **digital sculpting** skills with **ZBrush** and garment creation with **Marvelous Designer**
- Experience working with **scan-based** and **photo-real** assets
- Knowledge of **topology** for animation and facial expression range
- Expertise in **texturing** using tools like **Substance Painter**, including **normal map** extraction
- Understanding of **physically based rendering** workflows and efficient texture space usage
- Knowledge of **human anatomy**, clothing form, and character silhouette
- A **collaborative** mindset with the ability to adapt to project pipelines and technical constraints

What to send our way

- Your CV highlighting relevant skills and experiences
- A **portfolio** showcasing character art, including sculpting, texturing, and real-time assets

This posting is for an existing vacancy and is not intended to build a candidate pool for future opportunities. The final base salary offered will be determined within the compensation standards, following the interview process and will depend on several factors, including but not limited to the candidate's experience, skills, qualifications, scope of responsibilities, location, and internal equity considerations. In addition to yearly base salary, total compensation may include other elements such as variable pay or benefits, where applicable.