



Principal Technical Artist (Unreal)

Montreal - Full-time - 744000137529236

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As a **Principal Technical Artist** at Ubisoft Montreal, you are the key reference for technical content creation within your area of expertise on **Unreal Engine**. You help shape technical direction, support complex problem solving, and collaborate closely with technical leadership and production teams to ensure high-quality, performant, and consistent content.

What you'll do

- Identify **technical needs** within your specialty and provide **recommendations** to technical leadership
- Contribute to defining and maintaining the **technical vision** for your domain
- Define and evolve the **content production pipeline** to support **performance, quality, and efficiency**
- Establish and share **best practices** related to workflows and **data management**
- Design or recommend **internal tools** that support content creation teams
- Support **optimization** and **debugging** efforts across technical content
- Guide teams during **content creation** and help resolve technical challenges
- Provide **mentorship** to junior profiles and review technical deliverables
- Collaborate with **programming teams** to guide feature development
- Create and maintain clear **technical documentation**

What you bring to the team

- Strong understanding of **technical foundations** in game development
- Proven ability to **solve complex technical problems**
- Experience with **3D creation tools, scripting**, and technical workflows
- Deep expertise with **Unreal Engine**
- Knowledge of **game data optimization** practices
- Strong **collaboration** skills within multidisciplinary teams
- Clear **written and verbal communication** skills in English and French
- Ability to **prioritize work** and adapt to change

What to send our way

- Your CV highlighting relevant skills and experiences
- Examples of projects, tools, or technical contributions using Unreal Engine