



VFX Artist (Unreal)

Montreal - Full-time - 744000137530838

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As a **VFX Artist** at **Ubisoft Montreal**, you will design and integrate **real-time visual effects** that support gameplay and enhance immersion. You will create effects such as explosions, smoke, fire, rain, snow, water, and other environmental and cinematic visuals directly in **Unreal Engine**.

Blending **artistic creativity** with a **technical mindset**, you will deliver clear, performant, and impactful effects while working closely with programming, design, and art direction teams.

What you'll do

- Collaborate with leadership teams to understand the overall **creative vision** and set VFX priorities
- Create **real-time environmental and cinematic effects** using particle systems in Unreal Engine
- Produce **2D textures, flipbooks, and visual elements** specifically for visual effects
- Build or adjust **simple meshes** used as effect carriers when needed
- Integrate and fine-tune visual effects directly in the **game engine**
- Partner with the **programming team** to assess technical needs and improve VFX tools
- Work within **performance and gameplay readability constraints**
- Optimize and debug effects based on playtest results and feedback from **collaborative teams**
- Adjust selected effects based on **community feedback** after launch when required

What you bring to the team

- Strong skills in **real-time visual effects creation** for games
- Hands-on experience with **particle systems** and VFX workflows in Unreal Engine
- Proficiency with **2D tools** for creating textures, masks, flipbooks, and sprites for effects
- Ability to create or modify **simple meshes** used in VFX setups
- Understanding of **art fundamentals** as applied to VFX, including lighting, colour, and readability
- Awareness of **technical and performance constraints** for real-time effects
- Ability to **receive and apply feedback** constructively
- A **collaborative mindset**, strong attention to detail, and quality focus

What to send our way

- Your CV highlighting relevant skills and experience
- A **VFX portfolio or demo reel** showcasing real-time effects and your creative process