



# Special Effects Artist

**Montreal - Full-time - 744000139136678**

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As a Special Effects Artist at Ubisoft Montreal, you will create and integrate high-quality special effects, in keeping with the creative direction, technological constraints and production deadlines.

**What you'll do (Tasks):**

- Understand the game design documents and artistic direction to comprehend the creative direction and have an overall idea of the sign off features;
- Find reference images and videos of the intended effects and validate these references with the artistic director;
- See with the graphic design TD if the intended special effects can be created in the engine and suggest alternatives or development options (ex: tools) whenever necessary;
- Collaborate with the DT to adapt the pipeline to ensure that it fosters the production of the special effects and determine memory and performance budgets;
- Work in collaboration with programmers to develop adapted tools to meet special effects requirements;
- Use available tools (particle systems, modelling, texturing, etc.) to create the special effects requested by the artistic team and integrate these effects into the engine;
- Validate the quality of the effects once they are imported into the game and make any necessary changes in an effort to maximize the user experience;
- Optimize the special effects on an ongoing basis and account for modifications and technological constraints throughout the project to ensure that the special effects remain of high quality;
- Foster game accessibility by adapting the various special effects based on comments from the game design team before, during and after the creation of the special effects;
- Fix the bugs entered by testers and other working units;
- Communicate with other working units to help members integrate special effects by providing reference documents and other types of support;
- Carry out all other related tasks.

**What you bring to the team (Skills and Knowledge):**

- Attention to detail;
- Sense of initiative and proactivity;
- Ability to accept feedback and adapt to change;
- Ability to work under pressure;
- Originality and resourcefulness in problem-solving;
- Knowledge and interest in programming languages an asset (e.g. Max Script);
- Knowledge of game editors (e.g. Unreal);

- Knowledge of compositionning software (e.g. After Effects, Illustrator, Houdini, Toxic, etc.).

**Training:**

- College diploma in a video game-related field, bachelor's degree in special effects/film or any other relevant training.

**Relevant Experience:**

- Minimum 5 years' experience in creating special effects for video games, including the design, integration, and optimization of real-time effects within a game engine.