



Team Lead - Modeling (Unreal)

Montreal - Full-time - 744000141713411

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As a **Team Lead - Modeling (Unreal)** at Ubisoft Montreal, you will support the modeling team by guiding asset production workflows, maintaining quality standards, and helping artists deliver performant and visually consistent content in Unreal Engine. You'll collaborate closely with art, level design, production, and external partners to support production goals, optimize workflows, and coach artists across the pipeline.

What you'll do

- Guide the quality of **3D assets** across modeling, unwraps, LODs, collisions, and integration workflows
- Define and maintain **visual guidelines** and production documentation for modeling teams
- Collaborate with **Level Artists** and **Level Designers** to establish efficient asset production workflows
- Review and validate **asset requests** while promoting reuse of existing assets from the object bank
- Prepare and support **art reviews** to ensure assets meet visual and technical expectations
- Support **outsourcing** and **co-development teams** by sharing workflows, guidelines, and production expectations
- Monitor and review the quality of outsourced assets throughout production
- Coordinate and manage **Jira workflows** for internal and external asset tracking
- Organize and maintain the **object bank** and support task distribution across teams
- Manage, coach and support junior artists through feedback, onboarding, and day-to-day collaboration

What you bring to the team

- Strong understanding of **3D modeling pipelines** and real-time asset production workflows
- Experience with real-time production constraints
- Experience with **Unreal Engine** and **Blender** are a plus
- Knowledge of **modeling workflows**, including unwraps, LODs, collisions, and optimization practices
- Experience collaborating with **multidisciplinary teams** across art and production
- Ability to review assets and provide clear, constructive feedback
- Experience supporting or coordinating **outsourcing** or **co-development pipelines**
- Comfortable organizing and tracking work through **Jira**

What to send our way

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