



3D Character Modeler - March of Giants

Montreal - Full-time - 744000145742707

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As a **3D Character Modeler** at Ubisoft Montreal, you will create characters, creatures, and animals players interact with. You will combine **artistic** and **technical expertise** to shape the physical traits that bring our characters to life.

You enjoy building detailed and complex characters. Creating **blend shapes**, **clean topology**, and **optimized meshes** is an opportunity for you to grow your skills. You actively seek feedback to refine your work and strengthen the foundations that allow characters to feel alive.

What you'll do

- Collaborate with **art** and **narrative teams** to understand the game vision
- Review **concept art** and **narrative guidelines** and conduct visual research
- Create and refine characters across the **3D pipeline**
- Handle **modeling**, **sculpting**, **texturing**, **retopology**, and **UV unwrapping**
- Balance **visual quality** with **technical constraints**
- Work closely with **rigging** and **animation** teams to support believable motion
- Iterate based on **feedback** from testing and production teams
- Help maintain **consistent visual standards** across the project

What you bring to the team

- Strong skills in **3D character modeling** for games
- Experience with common **2D and 3D art tools** used in production
- Solid understanding of **topology**, **materials**, **textures**, and **anatomy**
- Ability to work within **game-related technical constraints**
- A **creative**, **collaborative**, and improvement-focused mindset
- Clear **communication skills**
- Openness to **feedback** and iteration
- Familiarity with **3D scanning** and **optimization**, a plus

What to send our way

- Your CV highlighting relevant skills and experience
- A **portfolio** showcasing your best **3D character work**