



Realization Specialist

Montreal - Full-time - 744000149635242

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As a Realization Specialist at Ubisoft Montréal, you will oversee the production of marketing and in-game video assets that bring our projects to life. Working closely with product marketing, art, production, and technical teams, you'll contribute to every stage of content creation, from ideation and in-engine capture to editing and final delivery. You'll help create gameplay walkthroughs, narrative-driven trailers, social content, and other audiovisual assets used for both internal and public-facing initiatives.

What you'll do

- Develop and execute **creative concepts** for trailers, gameplay walkthroughs, social media content, and other marketing assets
- Capture high-quality **in-game footage** and cinematic sequences using in-engine tools and production builds
- Edit and assemble **video content** using storytelling, pacing, sound, and visual effects techniques
- Collaborate with marketing, art, and production teams to align audiovisual content with the project vision
- Support the production of assets for **focus tests**, milestone presentations, and marketing gates
- Contribute creative and technical feedback to improve **capture workflows**, rendering tools, and production processes
- Work closely with Snowdrop technical teams to support the evolution of **capture and rendering tools**
- Coordinate voice, audio, editing, or motion capture sessions when required
- Balance multiple production priorities while maintaining quality and meeting deadlines
- Continue developing knowledge of cinematic workflows, capture techniques, and production tools

What you bring to the team

- Experience creating or editing **trailers**, gameplay videos, cinematic content, or other audiovisual assets
- Strong understanding of **video editing**, pacing, composition, and visual storytelling
- Demonstrated artistic judgment and a clear **creative perspective**
- Interest in learning or developing skills related to **motion capture** and in-engine cinematics
- Ability to collaborate effectively with multidisciplinary teams
- Familiarity with game engines or real-time production environments such as **Snowdrop** or **Unreal Engine**

- Knowledge of tools such as **Premiere Pro**, After Effects, Audition, or similar software
- Portfolio showcasing relevant editing, cinematic, or audiovisual work

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links showcasing relevant audiovisual, editing, or cinematic work