



# Senior Technical Artist - Characters (Unreal)

**Montreal - Full-time - 744000155296851**

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As a **Senior Technical Artist - Characters (Unreal)** at **Ubisoft Montréal**, you will be the point of reference for technical matters related to character content creation, from concept handoff through in-engine integration. You will define how characters are produced on the project and put the end-to-end pipeline in place. You will guide the resolution of complex issues across modeling, texturing, rigging, skinning, and runtime integration, while advising on the project's broader technical direction.

## What you'll do

- Identify **technical needs** across character creation, rigging, skinning, levels of detail, materials, and engine integration
- Shape the **character technology vision** with technical directors and associate technical directors, in line with the art and animation vision
- Define the **character pipeline**, including creation-to-engine workflows, naming and export conventions, and validation steps
- Set and share **character standards** for asset structure, versioning, rigs, skeletons, materials, and textures
- Create or recommend **tools** for character artists, riggers, and animators, including export automation, asset validators, rig builders, and batch processing utilities
- Optimize and debug **character assets** for geometry, draw calls, skinning cost, memory use, and shader complexity
- Resolve **complex character issues**, including deformation quality, cloth and hair integration, and modular character systems
- Collaborate with **animation** and **programming teams** on character features and runtime systems, and communicate progress to associates and technical directors
- Document **standards and tools**, follow developments in character technology, help align teams around shared goals, and contribute to performance evaluations within the specialty

## What you bring to the team

- **Hands-on experience with an end-to-end character pipeline**, including how character assets are created and integrated into a game engine
- **Knowledge of rigging and animation needs** sufficient to guide the pipeline and work with animation teams
- **Knowledge of technical budgets**, polygon counts, materials, asset structure, and modular character customization
- **Experience establishing workflows and standards** for character production

- **Experience with Unreal Engine 5**, or relevant character pipeline experience with Unreal Engine 4

**What to send our way**

- Send your CV highlighting relevant skills and experience
- Share a portfolio or links to relevant projects