



2D-3D Illustrator (Rainbow Six Siege)

Montreal - Full-time - 744000155516190

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As a 2D and 3D Illustrator at Ubisoft Montréal, you will create visuals for Rainbow Six Siege. Your work will help represent ideas and produce content for monetization and communication while following the artistic direction.

What you'll do

- Support the **monetization art team** in delivering seasonal visuals for the shop, news, bundles, event challenges, and tiles
- Create **characters, objects, environments, and atmospheres** in 2D and 3D
- Produce **high-resolution images** from specific briefs and existing references while following the artistic direction
- Process **images in Photoshop**
- Create **poses, lighting, and renders** in 3D software
- Apply the **color palettes** set by the art direction
- Revise visuals to align with the **artistic vision**
- Account for **technical constraints** while balancing them with artistic goals
- Follow guidance from the **graphic technical director** and carry out other related tasks

What you bring to the team

- Use **project tools**, file naming conventions, and procedures for updating data in the game engine
- Work within **tight deadlines**

What to send our way

- Your CV highlighting relevant skills and experience
- Examples of your illustrations and 2D and 3D projects

***Please note that this is a 1 year contract**