



Art Director (Rainbow Six Siege)

Montreal - Full-time - 744000157138110

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As an Art Director at Ubisoft Montréal, you will shape the **artistic vision** and **visual identity** of Rainbow Six Siege across the live game, seasonal content, and external collaborations. You'll work with project management and art teams across Ubisoft studios to keep the game's visuals cohesive as they evolve.

What you'll do

- Define and communicate the **visual direction** of Rainbow Six Siege across in-game content, characters, seasonal content, and player-facing experiences
- Guide Associate Art Directors, Art Leads, and multidisciplinary art teams across Ubisoft studios
- Establish and evolve **artistic principles**, visual standards, style guides, and seasonal themes
- Review visual work from early concepts through final implementation and marketing assets, providing clear feedback on quality and consistency
- Balance creative opportunities with the **technical, production, and existing game constraints** of an established live game
- Mentor artistic team members and encourage collaboration, experimentation, and diverse perspectives across studios
- Work with game direction, production, design, programming, animation, and marketing to align visual work with project goals
- Represent the game's **visual identity** in work with external partners, licensed properties, and marketing teams
- Guide the artistic direction of collaborations involving esports teams, community artists, and live events
- Identify improvements to **art workflows**, production pipelines, and quality standards with project management and production teams

What you bring to the team

- Strong **artistic vision** and knowledge of composition, lighting, architecture, anatomy, proportion, visual storytelling, and video game aesthetics
- Experience providing **art direction** and shaping the visual identity of a game, franchise, or comparable creative product
- Experience guiding **multidisciplinary art teams** and working with artistic counterparts across disciplines or studios
- Ability to communicate a clear creative vision and align teams around shared visual and quality standards

- Understanding of **live game development**, seasonal content, changing player expectations, and technical and production constraints
- Knowledge of **game development workflows**, game engines, and two-dimensional and three-dimensional art pipelines
- Strong **communication and presentation skills**, including the ability to give constructive feedback and work with stakeholders at different levels
- A collaborative approach and sound judgment when balancing artistic quality with production needs and long-term game goals

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showing your artistic vision, art direction, and contributions to the visual identity of games or other relevant projects