



Team Lead - 3D Environment Art (Rainbow Six Siege)

Montreal - Full-time - 744000157165324

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As a 3D Environment Art Team Lead at Ubisoft Montréal, you'll guide the Modeling and Texture team and deliver the environment assets needed for Rainbow Six Siege map production. You'll be accountable for the quality, progress, and reliability of the team's work.

What you'll do

- Guide and develop the **Modeling and Texture team**, including participation in hiring, onboarding, and retention efforts
- Hold **one-on-one meetings**, coaching sessions, and performance reviews, and identify artists' development opportunities
- Plan and balance the team's **workload**, capacity, priorities, and delivery commitments
- Track **tasks, bugs, and production progress** in Jira, and keep the backlog and stakeholders up to date on delivery status and risks
- Set and track **asset and texture production plans** with the level art lead to meet map production needs
- Support artists in ensuring assets and textures meet the project's **artistic, technical, and production requirements**
- Review **models and textures**, give constructive feedback, and check visual consistency, optimization, and integration requirements
- Oversee **modeling, texturing, and polish** through final delivery while meeting schedules and technical budgets
- Coordinate with **level art, art direction, production, and technical teams** on asset needs, dependencies, and production challenges
- Improve **workflows and production practices** through knowledge sharing, reusable assets, and solutions to pipeline issues

What you bring to the team

- Experience in **video game environment art**, including modeling, texturing, or asset production
- Experience **guiding, mentoring, or coordinating artists** in game development
- Participation in a **shipped game** or equivalent production experience
- Understanding of **game development pipelines** and content creation workflows
- Ability to **organize work and balance priorities** with team development needs

- Strong **communication, collaboration, and interpersonal skills**
- **Problem-solving skills** and experience with tracking or collaboration tools such as Jira, Perforce, or equivalent tools
- Experience on a **triple-A live game** and knowledge of Rainbow Six Siege are assets

What to send our way

- Your CV highlighting relevant skills and experiences
- Examples of relevant environment models, textures, or projects