VFX Artist (Assassin's Creed Invictus)

Montreal - Full-time - 744000161340439

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As a **VFX Artist** at **Ubisoft Montréal**, you will create impactful visual moments that enrich gameplay and elevate the player experience. You will help bring immersive worlds to life through **environmental effects** such as smoke, fire, explosions, snow, water, and other **real-time visual effects**.

In this role, you will combine creativity and technical expertise to design, integrate, and optimize high-quality **visual effects** directly in the **game engine**. You will collaborate with multiple teams to deliver a cohesive, performant, and visually engaging experience.

What you'll do

- Collaborate with **creative direction** to understand the project vision and define **visual effects** priorities
- Create environmental effects using **particle systems** and original **textures**
- Partner with **programming teams** to assess needs and support **tool development**
- Design **visual effects** that respect technical constraints while maintaining strong artistic impact
- Integrate visual effects into the **game engine** and ensure **real-time performance**
- Refine and optimize effects based on **playtest** results
- Troubleshoot technical issues related to **visual effects** when needed
- Adjust effects based on feedback from collaborating teams
- Consider **community feedback** post-launch when relevant

What you bring to the team

- Demonstrate skills in creating **real-time visual effects** for games or interactive media
- Understand **3D production pipelines** including modeling, texturing, lighting, or image processing
- Know **2D art tools**, **compositing software**, **3D software**, and **game engines**
- Understand **art fundamentals** such as lighting, composition, proportion, and color theory
- Apply **vector mathematics** to visual effects work
- Receive feedback and adapt your work accordingly
- Collaborate effectively with **cross-functional teams**
- Communicate clearly and maintain strong attention to detail
- Use **procedural tools** or **shader workflows**, considered an asset

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your strongest visual effects along with insight into your creative process