# VFX Artist - March of Giants

## Montreal - Full-time - 744000161840779

**Apply Now:**
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**What you bring to the team**

- Relevant **professional experience in real-time visual effects**, game development, or a related discipline, plus excellent proficiency with Unreal Engine in production and in creating gameplay effects
- Hands-on experience with **Niagara, shaders, textures, meshes, and real-time rendering pipelines**, plus an understanding of two-dimensional and three-dimensional production tools and pipelines used to create effect assets
- An understanding of **gameplay readability, visual feedback, timing, anticipation, impact, and visual hierarchy**, alongside artistic fundamentals including composition, color, lighting, movement, shape language, proportions, and contrast
- The ability to create expressive effects within **frame time, memory, overdraw, transparency, and scalability constraints**, and diagnose issues involving assets, materials, particles, Blueprints, engine integration, and real-time behavior
- The ability to **welcome feedback, refine your work, communicate clearly, and collaborate** across disciplines
- Attention to detail, **organization, and ownership**, with the ability to work within production priorities and schedules
- **Helpful experience, not required**, in effects development for a MOBA, competitive multiplayer game, action game, or another game where readability is essential; live game development, post-launch iteration, or optimization across hardware configurations; or shipping or supporting an Unreal Engine game
- **Additional knowledge, not required**, including advanced Niagara, Unreal shader, Blueprint integration, profiling, and scalability skills; familiarity with Photoshop, Maya, 3ds Max, Blender, or Substance 3D; or vector mathematics applied to procedural movement and effects

**What to send our way**

- Your CV highlighting relevant skills, experience, responsibilities, and technical expertise
- A portfolio or demo reel showcasing your best real-time visual effects, including your creative process, tools, specific contributions, and gameplay or performance constraints, provided as attachments or a link to your personal website or online portfolio