Principal VFX Artist - March of Giants

Montreal - Full-time - 744000161844029

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As a Principal Visual Effects (VFX) Artist at Ubisoft Montréal, you will help define and develop the artistic and technical vision for the project's effects. You will create effects that support gameplay, improve readability and strengthen player immersion.

You will serve as a reference for the discipline and guide production teams in creating quality effects. Working with the creative, art and technical directors, you will help maintain visual consistency and technical performance throughout development.

What you'll do

- Help define and develop the **artistic vision for VFX** in line with the project's creative goals
- Establish **quality standards**, **production pipelines** and best practices for the discipline
- Create and integrate **VFX that serve as quality benchmarks** for the team
- Collaborate with the **art, creative and technical directors** to maintain consistency across the project
- Balance **visual quality**, **gameplay readability** and **real-time performance**
- Oversee VFX **integration**, **optimization** and **debugging** in the game engine
- Support artists' **professional development**, review their work and provide clear, constructive artistic guidance
- Identify VFX **production risks** and propose solutions to support project delivery goals
- Collaborate with **external partners** when needed and review their deliverables against established standards
- Explore **new technologies**, techniques and industry trends to improve the discipline's quality and efficiency

What you bring to the team

- Experience with **Unreal Engine**
- Demonstrated experience creating **VFX for gameplay feedback**
- Knowledge of **Niagara systems**, including **Scratch Pad Modules**, material, texture and **mesh creation**, and **UV coordinate animation**
- Skills in creating **real-time VFX** for video games or interactive media
- Proficiency in **three-dimensional (3D) production workflows**, including modeling, texturing, lighting or image processing
- Understanding of **art fundamentals**, including lighting, composition, proportion and color theory
- Ability to **receive feedback** and adapt your work accordingly

- Ability to **collaborate across teams**, **clear communication skills** and **attention to detail**

What to send our way

- Your CV highlighting relevant skills and experiences
- Your portfolio or links to your VFX projects