VFX Artist - March of Giants

Montreal - Full-time - 744000163733078

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As a Visual Effects Artist at Ubisoft Montréal, you will design, integrate, and optimize real-time visual effects for a competitive multiplayer online battle arena (MOBA) game. Your work will focus on battlefield and gameplay effects, helping players quickly understand actions, threats, outcomes, and priorities during combat.

You will combine artistic judgment with technical expertise in Unreal Engine to create expressive, readable effects that meet performance needs and follow the project's artistic direction. You will collaborate with the Game Design, Programming, Animation, Realization, and Art teams to support the game's visual identity and a clear player experience.

What you'll do

- Create and integrate **real-time visual effects in Unreal Engine**, using Niagara, materials, material instances, shaders, textures, meshes, and Blueprints as needed
- Design effects that clearly communicate **abilities, attacks, impacts, areas of effect, status changes, objectives, hazards**, and other gameplay states
- Support **gameplay readability, visual hierarchy, timing, anticipation, impact, and player decision-making**, balancing visual impact with clarity during large-scale combat and overlapping abilities
- Collaborate with **Game Design** to translate gameplay intentions and mechanics into clear visual feedback
- Collaborate with **Programming and Technical Art** to assess technical needs, improve pipelines, troubleshoot integration issues, and support visual effects tool development
- Work with **Animation, Realization, Character Art, Environment Art, user interface, and Audio teams** to create consistent player feedback
- Integrate, debug, profile, and optimize effects within **real-time performance, memory, scalability, and platform constraints**
- Refine effects using **playtests**, available telemetry data, artistic direction, production priorities, and feedback from multidisciplinary teams
- Maintain **effect quality and consistency** through documentation, naming conventions, reusable systems, and established production standards
- Participate in reviews to identify **risks related to scope, readability, performance, dependencies, and rework**

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