



Technical Artist - characters (FARCRY)

Montreal - Full-time - 743999964468285

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As a Character Technical Artist at Ubi MTL, you'll help bring the characters in our games alive while maintaining its cutting-edge performance.

To achieve this, you'll bridge the worlds of the artist and the programmer, acting as an interpreter and problem-solver. Because of you, the two will collaborate cohesively and efficiently, on budget and deadline, using the most appropriate tools and pipelines.

While keeping device and user limitations in mind, you'll ensure all characters can be rendered without compromising the artistic vision, on the one hand, or busting your memory budget on the other, setting benchmarks for character creation along the way.

You'll be the development team's hybrid specialist, speaking both from the heart and the mind, with your eye on AAA quality.

What you'll do

- Establish efficient and clear pipelines + create **character tools libraries**.
- Work closely with Character Artists, Modeling Artists, and Rigging Artists to reflect their intentions by **prototyping** features.
- Benchmark character creation through **research and testing**.
- **Integrate, debug, and optimize** character assets in the engine.
- Communicate and collaborate with interdependent teams to find the perfect balance between **aesthetic quality** and **technical functionality**.
- Monitor character creation **best practices**, tools, and trends to evolve our methods and bring about player-centric improvements.
- **Investigate, develop, and implement** new techniques to drive the team's characters to the forefront of the video game industry and set new standards.

What you bring

- Technical Art experience in the video game industry (or other relevant experience), especially working closely with character teams
- Proficiency in C#
- A solid understanding of character libraries and their limitations
- A desire to share your knowledge and expertise to push the boundaries of technology & help others improve their skills
- The ability to adapt and wear many hats, including artist, programmer, teacher,

communicator, leader, supporter, memory-budget manager, creator, and innovator - among others.

What to send our way

- Your CV highlighting your experience, education, and skills
- Examples of your work (join images or a link to your online portfolio)

Just a heads up: If you require a work permit, your eligibility may depend on your education and years of relevant work experience, as required by the government.

Real live people from our team will review your application. In this case, it's our talent acquisition specialists Yara & Nicole.