



Art Team Lead - Object Bank [Far Cry Project]

Montreal - Full-time - 743999994638712

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As an Art Team Lead in a 3D production team at Ubi MTL, your main responsibilities will be to plan, organize, monitor and evaluate the work of your team and its impact on the project. You will support a highly iterative development process to oversee artistic elements such as modeling, visual effects and lighting that meet their cinematic needs while striving for efficiency and quality.

What you'll do

- Create, prioritize, assign and monitor your team's daily tasks and work progress based on deliverables;
- Act as a representative of your team;
- Organize and manage team meetings;
- Familiarize yourself with the story and gameplay of the game (game design documents) and master the technical and/or artistic constraints in order to guide/coach your team;
- Report periodically to the PM on the progress of your team's tasks, and suggest corrective measures where necessary to meet set objectives;
- Anticipate and identify potential conflict situations and suggest solutions to the PM as part of problem-solving within your team;
- Mentor team members on a technical and/or artistic level, as required;
- Participate in performance monitoring in collaboration with the PM;
- Coordinate the correction of bugs related to your team's work;
- Ensure the integration of new team members;
- Participate in the recruitment of new team members;
- Produce part of the game's development in your area of expertise (this part will vary according to the size of the team under your responsibility);
- Perform any other related tasks.

What you bring to the team

- Relevant experience in an artistic role that is relevant to the team you're joining;
- At least one full game production or equivalent;
- You know how to manage your time and priorities, as well as those of your team;
- Good interpersonal communication skills;
- Resourceful in finding solutions;

- Sense of initiative;
- Knowledge of databases an asset (JIRA, Perforce, etc.);
- Knowledge of technical constraints linked to real time, 3D engines and level editors;

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

What to send our way

- Your CV highlighting your education, experience and skills
- A portfolio of your best work (If applicable - attach images or send us a link to your personal website or online portfol

About us

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.