



Hard Surface/Weapon Artist - Rainbow Six Siege

Montreal - Full-time - 744000019245591

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As a Hard Surface/Weapon Artist at Ubi MTL, you will be tasked with modeling and texturing weapons for our games.

You will get to work on a wide variety of styles - from historical & fantastical to contemporary & sci-fi while maintaining a grounded, **realistic** look.

What you'll do

- **Model and Texture** your weapons throughout the 3D pipeline (Modeling, Texturing, UV Unwrapping, Baking, etc..).
- **Collaborate** with other teams and help bring to life the game's creative and artistic potential.
- Find balance between **artistic creativity** and **technical constraints** to achieve aesthetic quality and technical functionality.
- Deliver **high quality** work within the steady production pace of a GAAS live service game.
- Develop new workflows and pipelines and help set **quality benchmarks** with an eye on the future of Rainbow 6 Siege.

What you bring

- A college diploma in 3D Modeling, Fine Art, or equivalent (undergraduate degree an asset).
- Experience in modeling and texturing hard surface objects & a solid understanding of the working principles of firearms.
- Knowledge of 2D/3D tools (e.g. 3DS Max, Substance Painter, Photoshop, or others such as Blender, Plasticity etc..).
- Knowledge in creating and baking both Low and High Poly meshes.
- Solid understanding of meshes, materials, textures, proportion, animation interactions and game limitations (poly count, memory, etc..).
- A creative, collaborative, and innovative mindset.
- Communicating well, receiving and giving constructive feedback.

What to send our way

- Your CV highlighting your education, experience, and skills

- A portfolio of your best weapon work! Attach images or send us a link to your personal website or online portfolio.

In collaboration with our recruiters, developers from our team will review your application in detail to ensure it meets our quality standards and aligns well with the project requirements and needs.

About us

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission to 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'll 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, cutting edge technologies and pushing the boundaries of entertainment, we invite you to join 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.