



Associate Art Director

Montreal - Full-time - 744000022592391

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Working in collaboration with the Artistic Director, your role as Assistant Artistic Director at Ubi MTL will focus on transmitting the artistic vision to the teams and applying the artistic guidelines to the world, architecture and lighting in particular.

- You will ensure that the artistic vision is understood and applied. You'll be working with concept artists, modelers and level artists on a wide range of inspiring subjects.
- You'll ensure the coherence of the world and the visual quality. You'll make suggestions to enrich the vision and create an immersive, iconic world for gamers.
- Collaborate with artists to translate ideas into mood boards, concept art and provide inspiring and relevant references for artists.
- Work with lighters to enhance the visual quality of the game.
- Act as a relay for the art director and be responsible for certain subjects
- Meet regularly with your team to give (and receive) feedback, share suggestions, set milestones, balance artistic aspects with technical constraints, etc.
- You'll be meeting with teams in co-development as well as with technical directors to push the visual quality of certain elements.

What you bring

- A solid understanding of art fundamentals (lighting, composition, architecture, anatomy, proportion, etc.), artistic culture (photography, movies, books, comics, etc.) & video game culture;
- Knowledge of game engines (e.g. Unity or Unreal) and their limitations, 2D art tools (e.g. Photoshop), and 3D software (e.g. 3DS Max, Maya, or ZBrush);
- Art-related experience in the video game industry (or other relevant experience) + leadership experience;
- Excellent interpersonal and presentation skills;
- Open-mindedness: you're receptive to new ideas and fresh perspective;
- Effective cross-departmental communication: you have the know-how to comfortably communicate with all disciplines (programming, design, animation, and so on).

What to send our way

- Your CV highlighting your experience, education, skills, and any games shipped
- A portfolio of your best work (attach images or send us a link to your personal website or 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 will review your application. In this case, it will be our talent acquisition specialists Yara and Nicole. As they learn more about you through your profile, get to know them through the videos below.

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.