



# Senior Environment Artist (Architecture) - Rainbow Six Siege

**Montreal - Full-time - 744000023647045**

## Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000023647045-senior-environment-artist-architecture-rainbow-six-siege?oga=true>

As a Senior Environment Artist (Architecture) on the Rainbow Six Siege team, you will create captivating 3D environments, with a particular focus on interior and exterior architecture as well as buildings, in a realistic and immersive world to explore. You will be an architect of the environment, a visual storyteller, and a creator of experiences.

Whether it's in a level, a side mission, or part of an open world, you will assemble and position key elements to offer impactful visual moments and enhance the player experience. Every element you carefully place, whether it's a building or graffiti, tells a story and evokes an atmosphere and ambiance.

Even within a given framework, you can push creative boundaries - and you have the artistic ability to do it. You know how to modify lighting, play around with composition, and add just the right amount of detail to develop a game space with plenty of personality.

## What you'll do

- Collaborate with level designers and the art director to discuss and understand game intentions and vision;
- Perform artistic research (find written descriptions and visual references);
- Set up placeholders and submit modelling and texturing requests to artists;
- Find balance between artistic aspects and technical constraints;
- Integrate and build assets into the game engine to set and dress a polished scene;
- Ensure integrated work is aligned with artistic direction and makes sense gameplay wise (test and improve).

## What you bring

- A college diploma in 3D Modelling or equivalent
- Experience in modelling, texturing, lighting, and image processing, or other relevant experience
- Knowledge of 3D software (e.g. 3DS Max or Maya) and optimization techniques
- Understanding of art fundamentals: lighting, composition, colour theory, etc.
- Curiosity, flexibility, and resourcefulness
- Creativity and a keen eye for detail

\*Knowledge of 3D scanning and optimization techniques, a huge plus

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.

### **What to send our way**

- Your CV, highlighting your education, experience, and skills
- A portfolio of your best 3D work! Attach images or send us a link to your personal website or online portfolio.

### **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.**