



# Associate Art Director [Rainbow Six Siege]

**Montreal - Full-time - 744000029219870**

**Apply Now:**

<https://jobs.smartrecruiters.com/Ubisoft2/744000029219870-associate-art-director-rainbow-six-siege-?oga=true>

Working in close collaboration with the project AD, your role will be to oversee the collaboration with both internal and external partners while maintaining the artistic vision and quality standards of Siege throughout all the stages of the artist process, from early concept art to final marketing images. You will help form & manage an expanding, multi-disciplinary team of artists together with other AADs and art leads, located worldwide across several Ubisoft Studios.

**What you'll do**

- Work closely with art teams across several disciplines and locations, providing art direction, feedback and mentorship.
- Help brainstorm & develop seasonal- and product line specific styleguides & visual themes.
- Champion an authentic treatment of our international cast of 70+ unique characters.
- Collaborate with project & production management as well as lead artists, to help secure timely delivery of assets at the expected level of quality.
- Work with production to identify and prioritize quality and technical improvements to the line of products & production pipeline.
- Communicate & represent the Rainbow Six Siege brand and overall art direction to internal & external partners (IP Collaborations).
- Collaborate with our Esports partners (individual Esports teams, community artists and event organization).

**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.
- Strong creative problem solving skills, able to deal with the strict production & technical guidelines that come with a well-established live service game.
- General knowledge of game engines (experience with Ubisoft's proprietary engines a plus!) and their limitations, 2D art tools (e.g. Photoshop), and 3D software (e.g. 3DS Max, ZBrush, Substance Painter).
- 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)

## **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.**