# Senior Character Artist (Rainbow Six Siege)

## Montreal - Full-time - 744000145282762

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As a Senior Character Artist at Ubisoft Montreal on Rainbow Six Siege, you will contribute to the creation of high-quality customization content for existing operators. You'll play a key role in delivering complex assets that balance visual quality, technical feasibility, and AAA production constraints.

You'll collaborate closely with concept artists, riggers, and animators, as well as production partners to evaluate concept feasibility and transform creative visions into optimized, game-ready characters. Through your technical expertise, you'll actively contribute to production discussions and support knowledge sharing across the team.

**What you'll do**

- Create and refine high-quality **operator customization assets** for Rainbow Six Siege
- Develop complex character content throughout the **3D pipeline**, including modeling, sculpting, texturing, retopology, and UV unwrapping
- Produce **animated textures** and technically advanced visual elements aligned with project quality standards
- Collaborate closely with **concept artists** to evaluate concept feasibility early in production
- Propose creative and technical adaptations when production constraints impact implementation
- Ensure strong **topology** quality to create animation-ready assets requiring minimal rework
- Partner with riggers and animators to support believable and optimized character deformation
- Share your technical expertise during production discussions related to artistic and technical constraints
- Support mentorship, knowledge sharing, and guidance for other artists when needed
- Adapt your work based on feedback and evolving production priorities

**What you bring to the team**

- Expertise with **ZBrush** and **Substance 3D Painter,** as well as other 3D tools such as **Maya** and **3DS Max**
- Strong understanding of **topology** and deformation
- Previous experience creating game-ready assets that meet AAA production and performance constraints
- Understanding of technical and production limitations related to complex character creation
- Effective communication skills with artistic, technical, and leadership teams (especially concept artists to align creative vision with technical feasibility)

**What to send our way**

- Your CV highlighting relevant skills and experiences
- An up-to-date portfolio showcasing your 3D character work, including customization content, topology, and animation-ready assets