Senior Level Artist

Montreal - Full-time - 744000145286684

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As a **Senior Level Artist** at Ubisoft Montreal, you will contribute to the creation of **immersive environments** that support **gameplay**, **mission content**, and **environmental storytelling** within an **open-world project**.

You'll work closely with **Level Design** and **mission teams** to create cohesive, engaging, and memorable **gameplay spaces**. This role focuses on assembling, organizing, and integrating existing **assets** into the **game engine** to support **player experience** and design intentions.

You'll actively participate in **creative discussions** and contribute ideas to enrich **mission spaces** and strengthen the **gameplay experience**. This position is not primarily focused on creating **high-resolution 3D assets** or producing full **environment models** from scratch.

What you'll do

- Collaborate closely with **Level Design** and **mission teams** to create **gameplay spaces** that support **gameplay** and **mission progression**
- Design and organize **environments** that reinforce **environmental storytelling** and **player experience**
- Assemble and integrate existing **assets** into the **game engine** to create cohesive and immersive locations
- Own specific locations or map areas while ensuring **visual** and **functional quality**
- Adjust **composition**, **lighting**, and **visual details** to strengthen atmosphere and **environmental readability**
- Position **interactive** and decorative elements to support **player navigation** and **mission objectives**
- Contribute actively to **creative discussions** with **multidisciplinary teams**
- Balance **artistic intentions** with **technical constraints** and **gameplay needs**
- Test environments and propose improvements to optimize **player experience**
- Collaborate with **production teams** to ensure **environmental consistency** across the **game world**

What you bring to the team

- Solid experience working on **AAA productions** or **open-world projects**, including at least two shipped AAA titles
- Proficiency with **3D software** such as **Blender**, **3ds Max**, or **Maya**, as well as **level-building** or **world-building tools**

- Understanding of **level design**, **gameplay**, and **environmental storytelling principles**
- Understanding of how environments support **missions**, **progression**, and **player experience**
- Familiarity with **game engines** and **production pipelines** related to **environment integration**
- Experience with game engines such as **Snowdrop** is preferred, with openness to comparable experience using **Unreal Engine** or similar **world-building** and **environment integration tools**
- Ability to collaborate effectively with **multidisciplinary teams** and contribute to **creative discussions**
- **Creativity**, **visual judgment**, initiative, and a strong interest in **video games**

What to send our way

- Your CV highlighting relevant skills and experience
- A portfolio showcasing your best work, including examples of environments, mission spaces, or world-building work