VFX Artist (Splinter Cell Remake)

Toronto - Full-time - 744000145799549

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As a VFX Artist at Ubisoft Toronto, you will create real-time special effects that enhance gameplay and deepen player immersion. More specifically, in this role, you will help craft impactful environmental and cinematic effects for the Splinter Cell team, collaborating with production teams to bring scripted events to life and create memorable gameplay moments.

What you'll do

- Collaborate with the leadership team to understand the overall **creative vision** and establish visual effect priorities
- Create real-time **textures** and **particle effects** for gameplay and scripted sequences
- Produce visual effects such as **smoke**, **explosions**, and other immersive in-game effects
- Create and integrate VFX for **scripted events** within the game experience
- Build **environmental and cinematic effects** using particle systems and textures
- Integrate **VFX** into the **game engine**
- Partner with the **programming team** to identify needs and develop tools
- Refine and optimize effects based on playtest results and feedback from **cross-functional teams**
- Work within **technical constraints** to deliver visually appealing and performant effects
- Collaborate effectively with production teams while managing tasks with a high level of ownership

What you bring to the team

- Relevant experience creating **VFX** for video games with at least two shipped **AAA titles**
- Experience with the **Snowdrop** engine or another real-time game engine such as **Unreal Engine**
- Experience creating VFX for **scripted events** is an asset
- Experience with 2D art tools such as **Photoshop**, **After Effects** or **Nuke**, and 3D software such as **Maya** or **3DS Max**
- Knowledge of procedural generation software such as **Houdini** and experience creating and optimizing **shaders**, considered an asset
- Strong organization, adaptability, and a **collaborative** mindset

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio or project links showcasing your process and best work

This posting is for an existing vacancy and is not intended to build a candidate pool for future opportunities. The final base salary offered will be determined within the compensation standards, following the interview process and will depend on several factors, including but not limited to the candidate’s experience, skills, qualifications, scope of responsibilities, location, and internal equity considerations. In addition to yearly base salary, total compensation may include other elements such as variable pay or benefits, where applicable.