Modeler (Weapons and Vehicles)

Montreal - Full-time - 744000151679767

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As a Modeler (Weapons and Vehicles) at Ubisoft Montreal, you will help shape the objects and elements that build the 3D world of a Ubisoft game. Using studio tools and specialized software, you will model and texture weapons, vehicles, accessories, and other assets to support an immersive and visually cohesive player experience. Working closely with creative and production teams, you will contribute to environments that align with both artistic direction and technical requirements.

What you'll do

- Collaborate with **art** and **narrative** teams to understand the game's creative and artistic vision
- Create **prototypes** and final models that support the project's visual identity
- Design and model 3D assets using references, plans, or original concepts
- Apply **textures** that meet artistic and technical requirements
- Integrate and validate 3D assets in the **game engine** to ensure visual quality and proper functionality
- Work closely with teams in **design**, **modelling**, **programming**, and **texture art** to ensure visual consistency across the game
- Adapt your work based on feedback from testing, development, and production teams
- Respect technical constraints related to **memory**, **rendering**, and game optimization
- Use internal and external tools to improve workflows and visual quality
- Stay informed on developments in **3D modelling** and industry trends to continue building your technical expertise

What you bring to the team

- Demonstrate experience with **3D modelling** and **texture application**
- Use software such as **3DS Max**, **Maya**, **Blender**, **Substance Painter**, **ZBrush**, or similar tools
- Use 2D art tools such as **Photoshop**
- Organize priorities effectively in a changing production environment
- Collaborate effectively across teams and communicate clearly
- Show curiosity and openness to feedback and iteration
- Demonstrate interest in **automotive design**, **mechanical design**, or **industrial design**
- Continue developing knowledge of tools and practices related to 3D modelling

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your 3D work, including images or a link to your online portfolio