Senior Level Artist (Unreal)

Montreal - Full-time - 744000151683360

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As a Level Artist at Ubisoft Montreal, you will create immersive and memorable 3D environments. You'll assemble and position visual elements that support environmental storytelling, strengthen the game atmosphere, and enhance the player experience.

Whether working on a level, side mission, or open world area, you'll help bring game spaces to life with strong artistic direction and attention to detail. Using lighting, composition, and environmental details, you'll craft visually impactful scenes while balancing technical constraints and gameplay needs.

What you'll do

- Collaborate with level designers and the art direction team to understand the **game vision**
- Research and gather relevant artistic and **visual references**
- Place proxies and **communicate** modeling and texturing needs with art teams
- Balance **artistic goals** with **technical constraints**
- Integrate and assemble assets in **Unreal** Engine to build polished and immersive environments
- Adjust lighting, composition, and visual details to **strengthen mood** and scene readability
- Ensure integrated content **aligns** with the artistic direction and gameplay requirements
- Test, iterate, and **improve environments** to support a smooth player experience

What you bring to the team

- Proficiency with 3D software such as **Maya** or **3ds Max**
- Understanding of real-time **optimization** techniques
- Knowledge of **artistic fundamentals** including lighting, composition, and color theory
- Experience with **modeling, texturing, lighting,** or image processing
- Ability to **collaborate** effectively with cross-functional teams
- Strong communication skills
- Curiosity, adaptability, and initiative
- Attention to detail and an interest in creating immersive environments

What to send our way

- Your CV highlighting relevant skills and experiences
- A portfolio showcasing your best work or a link to your online portfolio