**Lead Technical Artist**

**Job Purpose**

Lead a team within a collaborative multidiscipline environment with a focus on the three pillars of Leadership at Ubisoft: Care about People, Drive Performance and Development and Lead in Complexity.

**Leadership Responsibilities**

* Build an effective team to ensure it is fully resourced, a manageable size and a good mix of levels and foster the team player culture;
* Plan, prioritise and set inspiring objectives for your team members all year long;
* Empower your team members with clear expectations and hold them accountable for their key results;
* Provide your team members with ongoing and meaningful feedback on performance and development -- ensuring positive acknowledgement of all achievements, both big and small;
* Enable your team members to reflect and prepare their future in their role and at Ubisoft;
* Engage and positively influence team members and stakeholders around a vision;
* Navigate through ambiguity and embrace change with a positive mindset;
* Create the environment for initiatives and ideas to emerge and grow;
* Care about people: be exemplary and supportive;
* Communicate with impact and promote an open dialogue within your team.

**Other Responsibilities**

* Stay up to date on trends with Tech. Art to help develop early planning of tools and processes
* Participate in the development of content pipelines for the specific needs of the project
* Maintain a balance between the creative vision of the projects and the technical budget restraints
* Collaborate with team leads to identify and develop art production processes and technologies that meet artists’ needs for creating high quality art with limited resources
* Efficiently communicate and support messages from management
* Work with stakeholders to create task estimates, track schedules and development efforts across the team;
* Continually review development processes to identify potential improvements;
* Be an advocate and ambassador for technology sharing across projects;

**Skills and Knowledge**

* Working knowledge of scripting/programming using languages such as Max Script, Python, C Sharp etc in order to participate in the development of content pipelines for the specific needs of the project