

Job Title: Production Manager – 3D Modeling

Location: Montreal

Department: Operations

Reports To: Operations Management

About Us:

SimthetiQ is a global leader in 3D simulation entity modeling, synthetic terrain generation, and the development of advanced training applications for simulation and training environments. For over 20 years, we have supported the defense, civil aviation, energy, and transportation sectors with innovative solutions that enhance operational readiness and mission success.

With two decades of proven expertise, SimthetiQ enables organizations to train and operate effectively in mission-critical and high-risk scenarios. Our clients include defense forces, OEMs, defense primes, training institutions, and emergency response agencies worldwide.

Position Overview

The 3D Modeling Production Manager will supervise and lead day-to-day operations of our 3D Simulation Entity Models development team to ensure seamless coordination across production, configuration, quality management and delivery to customers.

In this role, the Production Manager will bridge between technical requirements and creative execution, ensuring that all "hard surface" 3D content is delivered on time, within budget, and in compliance with defense industry standards and contracts.

The ideal candidate will have a strong background in production operations and project management and will mentor 3D Modelers to ensure efficiency and timely delivery.

Key Responsibilities:

- Manage a team of 3D Modelers developing real world scale vehicles, environments, 3D objects and textures.
- Supervise and mentor a team of 3D Modelers, providing clear technical and creative direction.
- Establish and optimize low-level production schedules, resource allocation, and drive the project team to achieve milestones.
- Oversee the technical quality of the team's output, ensuring high quality and productivity throughout the project while keeping deadlines in scope.
- Report on project progress, risks, and resource capacity to senior leadership.

Requirements:

- College, university, or self-taught education in 3D modeling.
- Proven experience in a lead or management role within a 3D production environment.
- Minimum five (5) years of relevant experience in 3D modeling and texturing.
- In-depth technical knowledge of "hard surface" modeling workflows and real-time engine constraints.

- Professional knowledge of 3DSMax and/or Maya and/or Blender, Photoshop and/or Mari, Substance and have a high capacity to learn new tools.
- Experienced with assets integration for game engines (Unreal, Unity or equivalent).
- Advanced proficiency with project management tools and version control software.
- Exceptional leadership, problem-solving, and organizational skills.
- Excellent communication skills in English and French.

Plus:

- Game level design/editing experience
- Experience with Unreal Engine Blueprints
- Some scripting experience