Gameplay Animator [Splinter Cell]

Toronto - Full-time - 74399866165286

Apply Now:

On being a Gameplay Animator at Ubisoft Toronto

As a Gameplay Animator at UbiTO, you are responsible for a game’s polished, harmonious animation, which allows players to fully immerse themselves in a world that is stylistically believable and consistent.

Whether you’re animating for a hero or for a crowd or an object, you are always thinking of the movement’s intention and the subject’s behaviour, and of how this one tiny part fits into the larger picture of the game. All your efforts gain their meaning when you take a step back, see the finished product and feel the months of mechanics and decision-making dissolve to reveal a piece of art that brings a new, beautiful world to life.

You understand that teamwork is essential to reach that point. As an individual, you see a hidden story in the way a person moves; you tend to deconstruct the world around you into smaller parts that you then build back up. As a teammate, you pride yourself on your attention to detail, your organizational and communication skills, and your adaptability to change. You collaborate with artists, designers, programmers, leads and other animators, all of whom have opinions, ideas and constraints, but all of whom are committed to the unified goal of authentically portraying the universe with a certain flair.

The daily life of a Gameplay Animator at Ubisoft Toronto:

- Sync the engine and the build to ensure you’re working with the latest code and animations.
- Check in with your lead and your team to update and be updated the current situation.
- Depending on the production stage, you then move on to:
  - Prototyping, key framing, or blocking an animation;
  - Working on your animations, of course, from scratch or from mo-cap;
  - Testing your animations—over and over—and validating your designs;
  - Problem-solving your animations;
  - Polishing your animations.
- Read the latest relevant academic literature in order to stay at the forefront of your field.

What it takes to make it:

- A college diploma in 3D for videogames or equivalent;
- 3-5 years of experience in videogame animation or equivalent;
- Proficiency to communicate with all disciplines and to support and elevate the team in terms of
visuals;
- Experience with animation software such as Motion Builder, 3ds Max or Maya;
- You love pushing the envelope, but you also understand the demands cohesive teamwork.

We know that skills and competencies show up in different forms and can be based on different experiences, that's why we strongly encourage you to apply even though you may not have all the requirements listed above.

We Offer:

- **A hybrid, flexible work model**
- **Six weeks of vacation**
- **An enhanced parental leave program**
- **Comprehensive Total Rewards Package:**
  - Disability Insurance
  - Dental Insurance
  - Extended medical insurance
  - (Optional) RRSP contribution
  - Relocation Assistance
  - Bonus (If Applicable)

**Life at Ubisoft**

At Ubisoft Toronto, we look for people who are excited to create the future of games in one of the most diverse cities in the world. We believe that embracing our individuality helps us build stronger creative teams and develop better games for all players.

When you’re a member of our team, your professional development is a priority. You’ll have opportunities to be challenged, learn and grow in your role. Pushing the boundaries of what’s possible within game development while working with Ubisoft’s most powerful technologies – from game engines to performance capture and more. Annual performance reviews and salary increases will help you further your career and grow with our studio. We also offer hybrid remote work options, six weeks of vacation for all employees, an enhanced parental leave program, a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development.

We celebrate the big and small moments together - with virtual events, get togethers, giveaways and more. In addition to our “right to disconnect” philosophy, the studio offers a variety of health and wellness initiatives including yoga, an on-site gym, flexible work hours, and other programs to create a better, sustainable work environment for our teams.

We encourage you to [read our Code of Conduct](#) prior to applying. It is our collective responsibility at Ubisoft Toronto to maintain a respectful and inclusive work environment, and be the best possible place to work and grow. Knowing and respecting our Code of Conduct’s principles and guidelines is key to achieving that goal.

**Join Us!**

At Ubisoft Toronto, we believe diversity is our studio’s biggest strength. We’re committed to creating an inclusive workplace that reflects the diversity of our player community, is inclusive and respectful of the individuality of our team and embodies our core values – trust, integrity, excellence
and care.

We encourage applications from First Nations, Métis and Inuit peoples, Indigenous peoples of North America, racialized persons, persons with disabilities, and those who identify as women and/or 2SLGBTQIA+.

**If this sounds like your kind of studio, what are you waiting for?**

*Ubisoft Toronto is committed to providing accommodations for accessibility upon request.*

We thank you for your interest, however, only those candidates selected for an interview will be contacted. **No agencies please.**