Animation Programmer [FAR CRY Project]

Toronto - Full-time - 743999886072653

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On being an Animation Programmer at Ubisoft Toronto:
Creating dynamic, visually stunning games is a top priority at Ubisoft Toronto. Game animation plays an important role in the visual experience. As a studio with more than 4,000 employees, Ubisoft Toronto is always looking to innovate and give our players the best visual representation.

By controlling how game elements move and interact with each other, you'll be contributing to the game's technical development and artistic level. As an Animation Programmer, you'll be responsible for building systems and tools that will help your colleagues create fun, impressive, and engaging worlds that are reactive and alive while meeting the highest quality standards.

Type of Position: Permanent, full-time; Toronto, Ontario; Hybrid, flexible work environment

The daily life of a Animation Programmer at Ubisoft Toronto:

- Work with different animation, programming, and mocap teams to understand their game animation needs, constraints, and intentions to design adapted solutions.
- Analyze existing animation features in the engine + design, develop, and maintain animation systems to properly understand technological limits and know what the engine can produce.
- Build animation systems that will be the basis for creating a living, dynamic world.
- Maintain existing animation systems unique to Ubisoft and optimize the animation engine capabilities for new projects.
- Program in a clear and structured manner in keeping with performance, memory, maintenance, compatibility, and portability requirements.
- Combine the technical and artistic sides of game design and program the animation systems that will make for the best visual representation.
- Research and develop new animation techniques (ex. procedural, physics, etc.).
- Monitor the evolution of animation techniques and share your knowledge with various cross-functional teams across Ubisoft.

What it takes to make it:

- C++ and C# experience + Visual Studio knowledge
- Strong 3D math skills
- Experience with animation techniques such as rigging, state machines, physics ragdolls, inverse kinematics (IK), compression, facial animation, etc.
- Experience in the animation field to understand programming tools and how to improve them
- A degree in Computer Science or Computer Engineering (or related training)
• A good eye for detail to find even the smallest flaws in the system and optimize them

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.

What You’ll Get

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.**