Technical Animator [Splinter Cell]

Toronto - Full-time - 74399916116183

Apply Now:
https://jobs.smartrecruiters.com/Ubisoft2/74399916116183-technical-animator-splinter-cell?-oga=true

As a Technical Animator, you will be supporting while innovating animation systems and activities. Working closely with animators, riggers, designers and programmers, you will be handling mocap data, lip sync and facial animation systems, animation rigs, physics rigs, animation trees and dynamic objects. In this role, you will follow, refine or establish pipelines for both conventional and innovative features.

What you’ll do as a Technical Animator:

- Create and document the technical charter of the animation based on the creative, artistic, and technical direction (documents, reference games, new development requests) while being able to explain technical aspects to Animators, animation aspects to engineers, and all aspects to game designers;
- Master the engine and animation tools in terms of knowing the limits and propagating the corresponding changes to pipelines;
- Improve or create pipelines for special features;
- Create plug-ins and / or scripts to automate tasks;
- Oversee smooth cross-software development (i.e. 3dsmax-Maya-Motionbuilder transition of skinned mesh);
- Test work in-game to provide feedback and suggestions;
- Work with physics systems for rigid/soft bodies, hair, and cloth;
- Work with animation graphs, scripted game events, etc.

What to send our way:

- Your CV highlighting your education, experience, skills, and any games shipped;
- A strong portfolio or demo reel

We know that skills and competencies show up in different forms and can be based on different experiences. If you are excited about the role, we strongly encourage you to apply even though you may not have all the qualifications listed below.

- Scripting skills (MEL/Python/Lua, etc.);
- Understanding of object oriented programming;
- Understanding of fundamental animation principles;
- Understanding of fundamental Rigging principles;
- Ability to communicate and collaborate with Artists and Software Engineers;
- Relevant software experience - Motionbuilder, 3DSMax or Maya, and game engines;
• Strong problem solving mindset;
• Adaptability, suppleness, flexibility, open mind;
• Open to constructive criticism;
• Good collaboration with members of the animation team and other team members on the project.
• College diploma in 3D animation techniques for video games or equivalent.
• Minimum 3 years of experience in video game technical animation, or any other relevant experience.

We Offer:

• A hybrid, flexible work model
• Five weeks of vacation + one week office closure around the December holidays
• An enhanced parental leave program
• Comprehensive Total Rewards Package:
  ○ Disability Insurance
  ○ Dental Insurance
  ○ Extended medical insurance
  ○ (Optional) RRSP contribution
  ○ Relocation Assistance (If Applicable)
  ○ Bonus (If Applicable)

You can learn more about Life at Ubisoft here: https://toronto.ubisoft.com/life-at-ubisoft/

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

Please 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.

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

Ubisoft’s Mission

Ubisoft’s 21,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players’ lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin’s Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come. Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves. If you are excited
about solving game-changing challenges, cutting edge technologies, and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.

Ubisoft Toronto Inc.
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Location of position: Toronto, Ontario