Character - Technical Director

Quebec City - Full-time - 743999919704759


The character TD will oversee the quality and technical content of his trade. He/She must optimize team productivity through the technical process (pipeline) in order to maximize the player’s experience. This is achieved by adequately identifying the project’s needs, implementing efficient work tools and methods to maximize data integration in the engine and providing technical support to the character team.

What you’ll do

- Determine the character team’s technical needs to carry out the visions for the game design and level design and/or the artistic direction by validating game features and challenging its interpretation to assess their technical feasibility;
- Acquire the best tools in collaboration with the programming team and other Technical directors (TD) of the project to enhance and facilitate his trade’s work by prototyping technological elements, asking for adjustments to existing tools, requesting new tools and validating their efficiency before they are deployed on the project;
- Establish the best work methods and data structures (data and assets) to standardize work methods and ensure the validity and integrity of the data (meet standards and minimize debugging) by writing technical (pipeline) documents, establishing a naming method, training, coaching and supervising users of the process;
- Find improvements and resolve issues in order to provide technical support to his trade by working in close collaboration with programmers and training team members to become specialists resolving tasks and precise problems;
- Stay informed of new technical and technological developments in order to apply them to his project when relevant and share his project’s developments with his peers (TDs on other projects or other trades);
- Help plan the work by collaborating with the planning lead on the scope of each task and the impact on his team in order to find the right compromise between the desired quality and the delivery constraints (time, costs, resources, etc.);
- Follow up on the tasks of the assistant TDs to assess the progress of the deliverables;
- Carry out all other related tasks.

What you bring

- A degree in 3D animation for video games or equivalent;
- Extensive experience in modeling and/or rigging video game characters or equivalent;
- Working experience in his trade in all video game production phases;
- 2 years’ experience as an assistant TD is an asset;
- User oriented;
- Good interpersonal and communication skills;
- Self-Organization skills;
- Good Coaching skills;
- Capacity to Influence;
- Writing skills (technical documents);
- Be visionary;
- Modeling and texturing knowledge;
- Extensive anatomical knowledge;
- Extensive knowledge of the game engine limitations and production needs;
- Extensive knowledge of character modelling;
- Extensive knowledge of shaders, physics and other character related developments;
- Knowledge of programming languages such as Max Script and C Sharp;
- Extensive knowledge of controllers is an asset;
- Animation skills is an asset;
- Extensive knowledge of IK and pivot points is an asset;
- Extensive knowledge of Character Studio/biped is an asset.

**What to send our way**

- Your resume highlighting your education, experience and skills.

**Working at Ubisoft means**

- A hybrid and flexible work mode, 6 weeks of vacation in your first year, an enriched parental leave, a Ubi gym directly in our offices, a complete group insurance program, access to complete Dialogue telemedicine services, an RRSP with a contribution from Ubisoft, an advantageous bonus program, concrete measures to ensure the right to disconnect, the option of working part-time and much more. [Click here for all the details.](#)
- Joining a team of 21,000 Ubisoft employees working across more than 40 locations around the world, are bound by a common mission to enrich players’ lives with original and memorable gaming experiences. Their dedication 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;
- Working for an equal opportunity employer who believes that diversity of backgrounds and perspectives is essential to creating worlds where gamers and their teams can thrive and express themselves. It's about taking on exciting challenges, being at the forefront of cutting-edge technology and being part of the future of entertainment.
- Working as a team to enrich players’ lives through unique and memorable gaming experiences and by improving the positive impacts of our games. To get there, we are creating a safer, more inclusive work environment, we are giving back to the communities where Ubisoft operates by working with local non-profit partners and by working to reduce the environmental impact of our business.