



Team Lead Animator (Gameplay) [Far Cry Project]

Toronto - Full-time - 743999980114258

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What you'll do

- Support and drive AAA quality standards for the animation team;
- Work with Directors and Production Management team on animation style and quality expectations;
- Collaborate with our other project function and studio teams.
- Create, prioritize, assign, and regularly follow up on tasks and the advancement of the team's work with regards to deliverables;
- Represent the team;
- Organize and lead team meetings and/or reviews with directors;
- Know the game's story and narrative gameplay (through game design documents) and understand the technical/artistic constraints so as to be able to lead and coach the team;
- Draft regular reports for the Production Management team on the advancement of the team's work and recommend corrective measures whenever necessary to meet project objectives;
- For the team, anticipate and recognize potential conflicts and recommend solutions to the Production Management team;
- Be a mentor in terms of technical/artistic aspects for team members (where necessary);
- Take part in performance assessments in collaboration with the Production Management team;
- Coordinate bug correction as it pertains to the team's work;
- Help recruit, manage and mentor team members;
- Ensure that new employees integrate the team;
- Support and drive the strategy of Animation pipeline, tools and processes;
- Carry out working unit-related tasks (depending on the size of the team the incumbent must supervise);
- Perform any other related tasks.

What you bring

- Strong hands-on understanding of animation software applications (3D Studio Max and Motionbuilder), principles and fundamentals;
- Leadership: Having managerial courage, self-driven with a sense of initiative;
- Ability to assemble productive teams;
- Time and priority management;
- Resourcefulness in problem-solving;

- Stress and change management skills;
- Ability to work as part of a team;
- Good interpersonal and communication skills;
- Knowledge of the other game production working units an asset;
- Flexibility in organizing work and an ability to delegate;
- Database knowledge an asset (JIRA, Perforce, etc.);
- Knowledge of the technical constraints of real time, 3D engines and level editors;
- Resourceful in pushing innovation, optimization and new ideas;
- Knowledge of the tools used by team members;
- Project management knowledge an asset;
- Knowledge of the MS Office suite an asset;
- 5+ years' experience in animation or other relevant experience;
- 2+ years of experience in a team lead, supervisory, management role or other relevant experience;
- Degree in animation or area of expertise for video games;
- Certification in project management or equivalent is an asset.

Charles-Antoine and Yael, our talent acquisition specialists, will analyze your application. Please send us a **portfolio** of your best work (you can attach images or provide us with a password link) as well as your **CV** highlighting your education, experience and skills.

Please note that our positions are hybrid, but if you reside outside Ontario or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

We look forward to reading your application ! ☐