



Animation Technical Director [Far Cry Project]

Toronto - Full-time - 743999980120170

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The animation technical director (TD) will ensure the quality of the technical content produced by their working unit. The incumbent must optimize team productivity through pipeline processes by taking online user needs into account. The TD will carry out his tasks by adequately determining project needs, implementing effective tools and methods to maximize data integration in the game engine and provide technical support for their team.

What you'll do

- Define their team's technical needs to carry out the creative vision (design and artistic) by validating the game features and challenging the interpretation to assess technical feasibility;
- Acquire the best internal and external tools, in collaboration with the programming team and other project TDs, to enhance and facilitate the work of the working unit by supervising feasibility of technological elements, asking that existing tools be adjusted, requesting new tools, or validating the effectiveness of the tools provided before they are deployed on the project;
- Establish the vision for the best work methods and data structure (data and assets) to standardize work methods and ensure the validity and integrity of the data (meet standards and minimize debugging) by validating or drafting pipeline documents and setting out a common classification system;
- Determine enhancements and resolve issues in close collaboration with programmers to provide technical support to the working unit and to empower specialists in its domain;
- Remain informed of new technical and technological developments to be able to apply these developments on the project whenever relevant and share project developments with peers (TDs on other projects and in other working units);
- Help plan the work in collaboration with the person who oversees planning based on the scope of each task and the impact of the working unit to establish a compromise between quality objectives and delivery constraints (time, costs, resources, etc.);
- Follow up on the tasks of associate TDs (if applicable) to assess the progress of the deliverables and coach TDs to ensure that their careers progress;
- Contribute to external tools selection (engine, plug-in, E-confluence, etc.) to ensure that working units' needs are considered by assessing existing tools and helping to design and test new tools whenever necessary;
- Driving the optimization and debugging to fix the issues raised in his field of expertise;
- Carry out all other related tasks.

What you bring

- Diploma in their working unit for animation or equivalent;
- Minimum 8 years' experience in the video game sector or other relevant experiences;
- Experience in their working unit at all game production phases;
- Experience on 2-3 games productions;
- 2 years' experience as an associate TD an asset;
- User focus;
- Vision;
- Time and priority management skills;
- Coaching skills;
- Ability to draft technical documents;
- Good communication and interpersonal skills;
- Influence;
- Stress and change management skills;
- Resourcefulness in problem-solving;
- Curiosity.

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 ! ☐