



# Technical Animation Director [Far Cry Project]

**Montreal - Full-time - 743999980121665**

## Apply Now:

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With a high-level understanding of the capabilities of our technology combined with your visibility on the project as a whole, as a technical animation director at Ubi MTL, you provide expert insight, tools, and support to steer a game - and its creators - towards success.

Unafraid to innovate, you establish an actionable plan to bridge the gap between coming up with ideas and putting them into practice. Though every day of development brings a mix of expected and unforeseen challenges, you never lose sight of the big picture. As a strategic thinker and tactical planner, you balance short-term priorities with long-term goals while consistently considering the future impacts of your choices.

## What you'll do

- Collaborate with other core team members to develop the **overall vision** & determine technical feasibility;
- Review game **design concepts** + identify and analyze risks (engine, memory, frame rate, etc.);
- Work closely with programmers to assess existing **animation and rigging tools** + occasionally design custom ones to improve pipelines;
- Support animators, game designers, and riggers with their **technical needs** + informatively and constructively explain the root causes of risks, blockers, etc.
- Train team members on **tools and techniques** + raise awareness of new processes;
- Resolve complex, escalated issues & make **technical validations**;
- Prepare **post-mortems** + recommend **cost- and time-efficient solutions** to evolve our animation content & tech;
- Anticipate **technological advancements** and stay up to date on market trends to define our best practices + share them with our studios and the industry;
- Participate in **recruitment** to build the animation team & foster their **professional development**.

## What you bring

- Around 7 years of animation, rigging, or programming experience (or related experience) + 3 years of leadership;
- In-depth knowledge of game engines (e.g. Unity or Unreal) & 3D software (3DS Max, Maya, and MotionBuilder) + an understanding of scripting languages (e.g. C#, Python, JavaScript,

MaxScript), motion capture, and state machines;

- A degree in 3D Animation, Computer Science, or Computer Engineering (or related training);
- Excellent communication, interpersonal, mentorship, time management, organizational, and presentation skills;
- A highly innovative, collaborative, attentive, and solution-oriented spirit;
- Critical thinking, curiosity, resourcefulness, and plenty of flexibility;
- Familiarity with bug tracking software (e.g. Jira) and version management systems (e.g. Perforce);
- A passion for sharing your knowledge and helping others learn and grow.

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 Quebec 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 ! ☐