Senior animation programmer

Toronto - Full-time - 743999984193373

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By controlling how game elements move and interact with each other, you'll be contributing to the game's technical development and artistic level. As an Animation Programmer, you'll be responsible for building systems and tools that will help your colleagues create fun, impressive, and engaging worlds that are reactive and alive while meeting the highest quality standards.

What you'll do

- **Work with different animation, programming, and mocap teams** to understand their game animation needs, constraints, and intentions to design adapted solutions;
- Analyze existing animation features in the engine + **design**, **develop**, and **maintain** animation systems to properly understand technological limits and know what the engine can produce;
- Build **animation systems** that will be the basis for creating a living, dynamic world;
- Maintain existing animation systems unique to Ubisoft and **optimize** the animation engine capabilities for new projects;
- **Program** in a clear and structured manner in keeping with performance, memory, maintenance, compatibility, and portability requirements;
- Combine the technical and artistic sides of game design and program the animation systems that will make for the **best visual representation**;
- **Research** and develop new animation techniques (ex. procedural, physics, etc.);
- Monitor the **evolution** of animation techniques and share your knowledge with various cross-functional teams across Ubisoft.

What you bring

- At least 5 years of experience in C++ and C# experience + Visual Studio knowledge;
- Strong 3D math skills;
- Experience with animation techniques such as rigging, state machines, physics ragdolls, inverse kinematics (IK), compression, facial animation, etc.;
- Experience in the animation field to understand programming tools and how to improve them;
- A degree in Computer Science or Computer Engineering (or related training);
- A good eye for detail to find even the smallest flaws in the system and optimize them.

Charles-Antoine and Jaimie, our talent acquisition specialists, will analyze your application. Please send us 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 !