Senior gameplay animator (viewmodel) - Far Cry project

Montreal - Full-time - 743999994325105

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What you'll do

- You create animation systems for the player in First Person view, as well as the equivalent replication animation (3rd person). Animation and feel have to respect the visual language set by the Animation Director and respect game design constraints;
- You are good at keyframing; most of our player animations in first person view are keyframed;
- You are able to work with mocap, as that is what we are using for replication;
- You export and integrate your animations following technical guidelines in collaboration with the technical director or technical animator, designers and programmers;
- You are expected to work closely alongside your fellow animators, animation director, programmers and designers in order to deliver your feature on time at the level of quality expected;
- You are responsible for the final in game feel of your feature, and it's how we validate the quality of animations;
- You are someone who enjoys being part of a team and likes to share their ideas and hear the ideas of others. You are able to compromise and find creative and elegant solutions to complex problems;
- You are driven and proud to deliver high quality work. You are tolerant to frustration and able to switch gears when it's necessary;
- You test and review your systems in the game.

Systems include but not limited to:

- Gunplay;
- Takedowns;
- Synched systems;
- Carrying;
- Locomotion and navigation.

What you bring

- A minimum of 4-5 years experience in video game animation, or equivalent;
- At least one shipped game;
- First person game animation experience is preferred;
- Proficiency to communicate with all disciplines and to support and elevate the team in terms of

visuals;
- Experience with animation software such as Motion Builder, 3ds Max or Maya;
- Experience with keyframe;
- You love pushing the envelope, but you also understand the demands cohesive teamwork.

Charles-Antoine and Marie, 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 ! 🙂