



Cinematic Designer

Montreal - Full-time - 744000013197245

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Ubisoft Montreal, a leader in the video game industry located in the heart of Montreal's Mile-End district, offers a stimulating work environment where creativity, teamwork and cutting-edge technology come together to develop critically acclaimed AAA franchises. As an employee, you'll enjoy a competitive salary, a full range of benefits, ongoing training and the opportunity to contribute to an international team where innovation is key.

The cinematics designer is responsible for creating compelling dialogue cut scenes with excellent pacing, camera and character acting inside the game engine, while collaborating with the level design, scriptwriting, animating and programming departments. The ideal candidate should have a strong sense of composition, timing and editing as well as a good understanding of cinematography.

What you'll do

- Create compelling dialogue-based cut scenes with excellent camera, editing, pacing, timing and acting (using animation libraries).
- Communicate and work closely with scriptwriters and Level Designers to translate scripted scenes into cinematics and to balance story with gameplay.
- Follow and maintain pipelines and technical requirements.
- Balance quality with efficiency when working under tight deadlines.
- Validate the cinematics to ensure that the integrations did not cause any conflicts with the rest of the game.
- Share knowledge and collaborate with technical Leads in order to improve the quality of the tools.
- Perform any other related tasks.

What you bring

- A College Diploma/Degree in cinema, animation, video game development or equivalent.
- At least 1-3 years experience working in the video games industry as a Cinematic Designer/Artist, Animator, Previz Artist, Camera Artist, Video Editor or any similar job.
- Experience with character and camera animation in 3D software (an asset).
- A good knowledge of cinematography, acting and understanding the narrative causality and logic.
- Excellent communication skills and abilities to work efficiently within a team.

What to send our way

- Your CV highlighting your education, experience, and skills

- Samples of your work (attach files or send us a link to your demo reel or online portfolio)

A real live person will review your application. In this case, it's our talent acquisition specialist Eric. As he learns more about you through your profile, get to know him through the video below.

About us

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.