



Technical Animator [Far Cry Project]

Toronto - Full-time - 744000013745745

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The incumbent supports and innovates animation systems. Working closely with animators, riggers, game designers and programmers, you will work with mocap data, lip sync and facial animation systems, animation and physics rigs, animation trees and dynamic objects. In this role, you'll track, refine or establish pipelines for conventional and innovative features.

Responsibilities

- Understand the vision of technical management in animation;
- Working with technical constraints;
- Understand, analyze and propose new tools and best practices;
- Maintain communication with animators and other trades and departments;
- Support the Technical Direction team in the development of production methods and practices;
- Working with procedural animation systems and other animatable systems;
- Technical validation of animation assets and support for animators in creating nodal systems;
- Support the integration of animations in the game engine;
- Support the creation of animations and prototype systems in the game engine;
- Maintain the production pipeline of animations, procedures and tools;
- Provide technical support to the animation team;
- Create and maintain technical documentation;
- Perform any other related tasks.

What you bring

- Degree in game-oriented 3D animation techniques, equivalent training or relevant experience;
- Experience in video game animation or any other relevant experience;
- Understanding the engine workflow and developing tools with digital content creation (DCC) software;
- Understanding the production process and animation principles;
- Artistic anatomy and body mechanics;
- Knowledge of rigging, animation systems, IK and state machines;
- Knowledge of controllers and/or scripting (Max Script and/or Python) and/or animation DCC;
- Basic modeling and animation skills;
- Rigorous work ethic, ability to synthesize;
- A sense of initiative;
- Resourceful and self-taught;
- Attention to detail;

- Adaptability, flexibility, open-mindedness;
- Ability to receive, solicit and give constructive criticism;
- Ability to collaborate and communicate well with members of the animation team and other project teams.

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 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 ! ☐