



# Event Scripter [Junction]

**Toronto - Full-time - 744000032265113**

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The Event Scripter - Cinematic will integrate the various scripted events and cinematic scenes into the engine throughout the production process and for the entire game in collaboration with the animation, programming, sound, level design and level art groups.

**What you'll do**

- Be aware of the game and level design documents, environments, objectives, atmospheres, story and style to understand the overall game experience;
- Work with key cinematic stakeholders to understand the intentions regarding cutscenes and cinematics and the events that do not require a camera;
- Determine the feasibility of what is expected in terms of the scripted events;
- In collaboration with level designers, prepare the integration of the scripted events by other working units;
- Integrate animated, gameplay and interactive objects and scripted cameras;
- Test the cinematic scenes and scripted events to ensure that their integration does not conflict with the integration of the other levels;
- Carry out all other related tasks.
- When needed. R&D cinematic systems in conjunction with tech teams.

**What you bring**

- Experience or knowledge of visual or node-based scripting or related;
- Experience in programming an asset;
- Experience working in the video games or films industry as a Layout Artist, Technical Artist, Level Designer, or any other similar jobs a plus;
- Experience in game engine/editors;
- Quick to adapt to company proprietary software;
- Problem-solving mindset;
- Excellent communication skills. Ability to adapt language to explain technical points efficiently depending on the level of knowledge of your audience;
- Well organized;
- Aware of new technologies and processes related to the industry.

**What to send our way**

- Your CV highlighting your background and skills

## **Why Ubisoft Toronto?**

Scored by The Economist as the Best City to Live, our studio is located in the trendy Junction Triangle located in West Toronto, close to TTC, the hottest bars and restaurants, and excellent coffee shops. We celebrate successes as a team at our monthly UbiBash events, and invite our families to events throughout the year including our annual Kids Holiday Party and Summer BBQ. We give back to help make our community better through our team volunteer days and fundraising activities. We hold regular game jams to fuel our team's creativity. Ubisoft Toronto conducts annual performance reviews to help our team develop their careers and grow with our studio, and provides the opportunity for salary increases annually as part of the performance review process. Ubisoft Toronto also offers a comprehensive health benefits package, generous RRSP matching, industry education support, training and career development, flexible days, on-site Yoga and Bootcamp classes, fresh fruit, Life Drawing classes, as well as spontaneous team surprises such as Pi Day, Star Wars Day, and Halloween.

## **Join Us!**

We hunt for talent from across the industry - seasoned experts that know what it takes to ship world-class games and the next generation of game developer all-stars. We value team chemistry and a desire to grow our studio together. If this sounds like your kind of studio, what are you waiting for? Apply to join us now!

*Ubisoft Toronto is an equal opportunity employer and welcomes applications from all interested parties. The studio welcomes and encourages applications from people with disabilities. We are committed to providing reasonable accommodation upon request for candidates taking part in the recruitment process. We thank you for your interest, however, only those candidates selected for an interview will be contacted. No agencies please.*