



# Technical Director, Animation

**Montreal - Contract - 744000047357945**

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**What you'll do**

- You will define the projects and improvements to the existing pipeline (Cinematics, Ingame Animation, Motion Capture, Ragdoll, Facial, Rig ..)
- Develop or find the best tools and methods to improve and facilitate the work of Animators.
- Optimize the animation graph and architecture
- Support the animation team on a daily basis to solve their technical problems and help them make decisions to optimize ingame animation graphs.
- Technical Guarantor with respect of the constraints established in partnership with the other trades (memory, FPS, on the different platforms)
- Develop tools, methods, training, processes and engine constraints documents for future reference
- Coordinate and act as interlocutor between the animation team and the Technical and artistic teams, it will be what we expect to achieve the high level of quality programming team
- Communicate regularly the technical constraints to the animation team
- Be the technical point of contact for technical problems related to animations
- Perform other related duties

- You will work closely with the other animation Technical Directors from the various cinematic teams to ensure workflow consistency and optimization.

### **What you bring to the team**

- Solid experience as Animation Technical Director (in the video game industry preferably)
- Excellent knowledge of real-time animation systems and video games and/or pipeline development
- Excellent knowledge of Motion Builder and/or Maya, plus ideally Motion Capture Body and Facial
- Excellent knowledge of python
- Knowledge of another DCC (Maya, 3DS max, Blender)
- Ability to work in a team and to take up challenges.
- Knowledge in Rigging is a plus

### **What to send our way**

- Your resume/CV highlighting your background and skills.

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

**At Hybride, 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.**