



Senior Gameplay Animator [Far Cry Project]

Montreal - Full-time - 744000047639450

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When you're a gameplay animator at Ubi Montreal, you are responsible for a game's polished, harmonious animation, which allows players to fully immerse themselves in a world that is stylistically believable and consistent.

Whether you're animating for a hero or a monster, for a crowd or an object, you are always thinking of the movement's intention and the subject's behaviour, and of how this one tiny part fits into the larger picture of the game. All your efforts gain their meaning when you take a step back, see the finished product and feel the months of mechanics and decision-making dissolve to reveal a piece of art that brings a new, beautiful world to life.

You understand that teamwork is essential to reach that point. As an individual, you see a hidden story in the way a person moves; you tend to deconstruct the world around you into smaller parts that you then build back up. As a teammate, you pride yourself on your attention to detail, your organizational and communication skills, and your adaptability to change. You collaborate with artists, designers, programmers, leads and other animators, all of whom have opinions, ideas and constraints, but all of whom are committed to the unified goal of authentically portraying the universe with a certain flair.

What you'll do

- **Animate** using mocap data or key framing to produce gameplay assets for our games;
- **Integrate and synchronize** your animations in the engine, allowing the team members to have access to your latest iterations;
- Check in with your lead and your team to see what needs to be **updated**;
- **Testing and troubleshooting** your animations to make sure that they work as intended in game;
- **Polishing** your animations, so they meet the level of quality required by the production;
- Read the latest relevant academic literature in order to **stay at the forefront** of your field.

What you bring

- A minimum of 4-5 years experience in video game animation, or equivalent;
- 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;
- 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 ! ☐