Machine learning Programmer (Character & Animation) - Rainbow Six

Montreal - Full-time - 744000047794724

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We are changing how we do animation here at Ubisoft and on Rainbow Six. The injection of ML and GenAI has caused a paradigm shift in the capacity to produce high quality human like animation at a scale we could not before. By joining this team, you would be contributing to modernizing our animation tech stack with novel ML based techniques to help us make bigger, better-looking games with a heavy focus on animation quality. This role would be a step beyond RND with a focus on industrializing ML into a modern games engine.

Responsibilities

-   Analyse existing animation tech stack and propose and implement novel approaches using machine learning techniques
-   Stay on top of the current industry developments in ML and bring them to the animation leadership for knowledge sharing
-   Execute and contribute to the existing animation roadmap for the animation team
-   Work as apart of a diverse full stack animation team to revolutionize how we make animation as a studio by industrializing pragmatic ML techniques into our animation technology stacks
-   Able to think outside of animation domain and provide ML solutions into other domains for problem solving

-   Masters or PHD in a machine learning software engineering field (or equivalent industry experience)
-   Undergaduate degree in computer science (or significant industry experience)
-   Strong 3D mathematics and calculus
-   Experience with modern game engines (unreal / unity)
-   Understanding of current novel and standard runtime and offline animation techniques for games and film
-   Innovative thinker also able to take direction
-   Excellent communication skills
-   Pragmatic and solution oriented
-   Mastery of deep learning frameworks (pytorch / keras)
-   Understanding of state of the art machine learning topics (VAEs, NERFS, GANS etc)
-   A passion for animation in games
-   C++ experience