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