



Technical Animation Director (unannounced project)

Montreal - Full-time - 744000054258648

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As a **Technical Animation Director at Ubi MTL**, you will be much more than a technical expert: you will be a true driver of innovation and collaboration. Your expertise and overall vision will enable teams to bring rich and immersive gaming experiences to life. With your support, advice, and tools, you will help creators push the boundaries of animation and turn their ideas into reality.

Do you enjoy taking on challenges and finding ingenious solutions? With an innovation-focused approach, you will implement concrete strategies to bridge the gap between creative ambition and technical feasibility. Each day will bring its share of challenges, but your ability to maintain a global vision will allow you to anticipate obstacles and ensure smooth project progression.

As an inspiring leader, you will be able to juggle daily priorities and long-term goals. Your decisions will have a direct impact on the quality of the game, the efficiency of processes, and the well-being of the teams. Your role will be essential in creating an environment where technology and creativity meet to produce stunning animations.

What you will do

- Set up and maintain the animation pipeline to optimize the efficiency of our animation team.
- Work closely with the tools team to create or improve scripts in MotionBuilder (Python).
- Collaborate with animators and developers to design and improve animation systems in the game engine.
- Support our animation programmer in setting up procedural animation systems and full-body IK.
- Ensure that animation systems support customization.
- Work with riggers to find the best balance between artistic quality and optimal performance.
- Write documentation and assist technical animators and animators in their daily tasks.

What you bring to the team

- **Experience:** 7 years of experience in animation within the gaming industry, developing animatable systems or programming, including 3 years in leadership.
- **Technical expertise:** Strong mastery of game engines (Unity, Unreal) and 3D software (MotionBuilder, 3ds Max, and Maya). Good understanding of scripting languages (Python, C#, JavaScript, and MaxScript), motion capture, and state machines.
- **Education:** Degree in 3D animation, computer science, computer engineering, or any other

related field.

- **Interpersonal skills:** Excellent communication, mentoring, time management, and leadership abilities. Ability to convey ideas clearly and impactfully.
- **Personal qualities:** Innovative and collaborative approach, analytical mindset, curiosity, and adaptability to technical and creative challenges.
- **Tools and methodologies:** Experience with bug tracking software (Jira) and version control systems (Perforce).
- **Passion for sharing:** You enjoy supporting and nurturing talent around you, promoting continuous learning.

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 we are committed to promoting a flexible working policy, as we value in-person interaction and collaboration. Our hybrid work model includes a minimum of 3 days a week in our office and the remaining 2 days working from home. Also, 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 ! ☐