



Senior Cinematic Animator

Toronto - Full-time - 744000055396465

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As a 3D Cinematics Animator at Ubisoft Toronto, you will join a production team for games recognized for their quality such as Assassin's Creed, Far Cry, Watch_Dogs, Rainbow Six, For Honor, and many more.

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

- Apply animation principles to create high-quality animations while optimizing them to meet technical constraints and making any changes that are requested based on the artistic direction;
- Imagine animation systems that meet game needs in collaboration with team members from other trades and be able to document and explain the systems to new and/or less experienced team members;
- Work in close collaboration with the art director, game designers and programmers to understand the quality objectives, game play intentions and engine capacities in order to anticipate the in-game look of the animations;
- In collaboration with the immediate supervisor, help estimate the time required to carry out own tasks and manage time to meet deadlines;
- Report any potential animation-related issues to the immediate supervisor;
- Be able to quickly prototype animation systems that will serve as a basis for animation- and gameplay-related discussions;
- Carry out all other related tasks.

What you bring

- At least 5 years of experience in videogame 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;
- An artistic eye and a sense for composition;
- 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 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.

About us

Ubisoft's 19,000 team members, working across more than 30 countries around the world, are bound by a common mission to enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, For Honor, Just Dance, Rainbow Six, and many more to come. Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves. If you are excited about solving game-changing challenges, cutting edge technologies and pushing the boundaries of entertainment, we invite you to join our journey and help us create the unknown.