



Rigger (Senior)

Montreal - Full-time - 744000058605030

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As a Rigger at Ubi MTL, you make it possible for characters and objects to come to life and move realistically within our worlds.

From pivoting to bending, squashing and stretching, you define what can be done and how through flexible and intuitive rigs. You take inspiration from the real world when you can – and turn to your imagination when you can't. With a variety of internal tools at your disposal, you can focus on achieving quality and consistency without having to build everything from the ground up time after time.

What you'll do

- Collaborate with the art team to understand the overall **game vision** and rigging and skinning needs;
- Study **concept art** and research your own references.
- Rig and skin characters and objects while staying **organized** (keeping your scenes clean, following naming conventions, etc.).
- Find balance between **artistic aspects** and **technical constraints** with the help of technical directors.
- Partner with character **modellers** to troubleshoot models when need be.
- Work closely with **animators** to make models move believably and overcome any motion-related limitations.
- Iterate to improve your work based on **feedback** from interdependent teams.

What you bring

- A minimum of 4-5 years experience in video game rigging, modelling and/or animation or other relevant experience.
- Knowledge of 3D software (3DS Max, Maya, and MotionBuilder) + familiarity with scripting.
- Solid understanding of anatomy and cloth.
- Excellent observation, problem-solving, organization, communication, and interpersonal skills.
- A highly collaborative, creative, and innovative spirit.
- Flexibility and resourcefulness.
- Motivation to reach out for feedback and adapt to it.
- Knowledge of game engines (e.g. Unity or Unreal), a plus.

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.