



Team Lead - Animation

Toronto - Full-time - 744000058605111

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As an Animation Team Lead, you will support the Project Lead (CP)/ Production Manager (PM) in overseeing work quality and deadlines for your small team. You will help follow up on and validate your team's work and coach team members while overseeing part of the development of the game (where necessary).

What you'll do

- Create, prioritize, assign and regularly follow up on tasks and the advancement of the team's work with regards to deliverables;
- Represent the team;
- Organize and lead team meetings;
- Know the game's story and gameplay (game design documents) and understand the technical/artistic constraints so as to be able to lead/coach the team;
- Draft regular reports for the Project lead (CP)/ Production manager (PM) on the advancement of the team's work and recommend corrective measures whenever necessary to meet project objectives;
- Anticipate and recognize potential conflicts and recommend solutions to the Project lead (CP)/ Production manager (PM) for the team;
- Be a mentor in terms of technical/artistic aspects for team members (where necessary);
- Take part in performance assessments in collaboration with the Project lead (CP)/ Production Manager (PM);
- Coordinate bug correction as it pertains to the team's work;
- Ensure that new employees integrate the team;
- Help recruit new team members;
- Create a portion of the required animation.

What you bring

- Experience in animation and in leading a team;
- Participation in at least one complete game production or equivalent;
- Leadership;
- Time and priority management for both yourself and your team;
- Ability to assemble productive teams;
- Good interpersonal and communication skills;
- Resourcefulness in problem-solving;
- Ability to delegate;
- Stress and change management skills;
- Managerial courage;

- Sense of initiative;
- Database knowledge an asset (JIRA, Perforce, etc.);
- Knowledge of the technical constraints of real time, 3D engines and level editors.

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.