



Technical Animator (MOD Career Switch)

Montreal - Full-time - 744000063353755

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At Ubisoft, we believe that the groundbreaking games of tomorrow will be crafted by diverse talents and perspectives. That's why we're broadening our horizons and looking for talent interested in video games outside our industry.

To this end, we've developed a comprehensive multi-month program designed for people with valuable skills and unwavering commitment. Take the leap into video games and transform your career with the guidance of our senior staff. Benefit from hands-on training by contributing to some of our biggest titles, and demonstrate that you have expertise that can become essential in propelling our brands to new heights.

Apply today!

We are seeking a versatile Technical Animator to support and innovate animation systems. We're seeking someone with a strong, artistic background with expertise in animating within motion capture, a passion for event scripting, and an eye for storytelling. You will help design and deliver immersive narrative gameplay sequences, from prototype mocap shoots to final in-game execution, working across departments to bring performance and emotion into the heart of gameplay. This role brings together a mix of technical elements and creativity.

What You'll Do

- Prototype and pitch narrative gameplay scenarios and narrative assets.
- Shoot mocap concepts to explore story and gameplay ideas.
- Clean, edit, and retarget mocap data for gameplay and narrative assets.
- Implement scripted events using proprietary engines and tools.
- Control in-game animations, triggers, actor behaviors, and transitions.
- Fine-tune pacing and timing for emotional and gameplay impact.
- Debug and optimize sequences for performance and quality.
- Block and integrate in-game cameras to enhance storytelling.
- Collaborate with designers, animators, and narrative teams to ensure a seamless experience.

What You Bring

- A strong passion for games and storytelling.
- Professional experience in animation, cinematography, or physical storytelling (games, film, TV, or media).
- Proficiency with 3D animation tools (Maya, MotionBuilder, etc.).

- Strong collaboration and communication skills.
- Adaptability and a willingness to learn game engines and pipelines.

Bonus Qualifications

- Familiarity with game engines (Unreal, Unity, or proprietary).
- Experience with facial capture and blendshape systems.
- Understanding of camera blocking and cinematic language.

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.

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.