Machine learning Programmer (Character & Animation) - Rainbow Six

Montreal - Full-time - 744000067314450

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Responsibilities
- Analyse existing animation tech stack and propose and implement novel approaches using machine learning techniques
- Stay on top of the current industry developments in ML and bring them to the animation leadership for knowledge sharing
- Execute and contribute to the existing animation roadmap for the animation team
- Work as apart of a diverse full stack animation team to revolutionize how we make animation as a studio by industrializing pragmatic ML techniques into our animation technology stacks
- Able to think outside of animation domain and provide ML solutions into other domains for problem solving

- Masters or PHD in a machine learning software engineering field (or equivalent industry experience)
- Undergaduate degree in computer science (or significant industry experience)
- Strong 3D mathematics and calculus
- Experience with modern game engines (unreal / unity)
- Understanding of current novel and standard runtime and offline animation techniques for games and film
- Innovative thinker also able to take direction
- Excellent communication skills
- Pragmatic and solution oriented
- Mastery of deep learning frameworks (pytorch / keras)
- Understanding of state of the art machine learning topics (VAEs, NERFS, GANS etc)
- A passion for animation in games
- C++ experience

We embrace a hybrid work model helping you stay connected with your team and aligned with business priorities, while giving you the opportunity to maintain your work-life balance. Note, that some roles are fully office-based and are not eligible for hybrid work.