



Gameplay Camera Specialist (MOD Career Switch)

Quebec City - Full-time - 744000069831146

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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!

Ubisoft is looking for a **Gameplay Camera Specialist** with a strong foundation in real world cinematography.

This role is ideal for professionals with experience operating physical cameras in film, television, or commercial productions who are eager to transition into the gaming industry. While gameplay cameras have unique constraints, your skills in framing, motion, and shot design will be key to crafting meaningful player experiences.

You will collaborate closely with designers and developers to build in game camera systems that enhance gameplay, support design goals, and elevate the overall player experience. As a Gameplay Camera Specialist, you will be responsible for setting up, implementing, and creating in-game camera functions. You will design camera work that is dynamic, responsive, and aligned towards player control, enhancing the overall player experience.

What You'll Do

- **Collaborative Development:** Work closely with the game development team to define and meet the style, functionality, and role of in-game cameras, ensuring they align with the overall game vision.
- **Camera System Design:** Design and implement camera systems that support gameplay mechanics, ensuring player comfort and intuitive control, while enhancing character interactions with the environment.
- **Tool Development:** Partner with artists, animators, programmers to develop and refine tools that facilitate camera operations, ensuring seamless integration and functionality within the game engine.

- **Quality Assurance:** Collaborate with Directors, Leads, and QA teams to identify and rectify camera-related issues, maintaining high standards of quality and performance.
- **Training and Adaptation:** Participate in Ubisoft's training program designed to transition your real-world camera operation skills into the gaming context, learning to navigate game engines and development tools effectively.

What You Bring

- A strong interest in today's video games.
- Proven experience in cinematography, camera operation, or related fields within film, television, games or commercial production.
- Familiarity with camera equipment, shot composition, and storytelling through visual media. Experience with game engines (e.g., Unity, Unreal) is a plus but not required.
- Ability to work effectively within multidisciplinary teams, incorporating feedback and aligning with diverse creative visions.
- Willingness to learn and adapt to new technologies and workflows specific to game development.
- Awareness of new technologies and processes related to tomorrow's industry.

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 is a global leader in gaming with teams across the world creating original and memorable gaming experiences, from Assassin's Creed, Rainbow Six to Just Dance and more. We believe diverse perspectives help both players and teams thrive. If you're passionate about innovation and pushing entertainment boundaries, join our journey and help us create the unknown!

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.