



Team Lead Animation (rigging) - (Rainbow Six Siege)

Montreal - Full-time - 744000074605905

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The Team Lead will support the Project Lead (CP)/ Production Manager (PM) in overseeing work quality and deadlines for the rigging team. The incumbent will help follow up on and validate the team's work, handle people management duties, 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 rigging team.
- Work alongside other teams' leads to ensure good working relationships.
- Organize and lead team meetings.
- 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.
- Take part in performance assessments in collaboration with the Project lead (CP)/ Production Manager (PM).
- Organize one-on-one meetings with the team's members and support them in their objectives.
- Coordinate bug correction as it pertains to the team's work.
- Ensure that new employees integrate the team and are supported by the team's experts in their onboarding.
- Help recruit new team members.
- Know the game's story and gameplay (game design documents) and understand the technical/artistic constraints so as to be able to lead the team.
- Be a mentor in terms of technical/artistic aspects for team members (where necessary).
- Carry out working unit-related tasks (depending on the size of the team they must supervise).
- Carry out all other related tasks.

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.

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.