



# Lead Animator - Cinematics

**Montreal - Full-time - 744000076155480**

## Apply Now:

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As the **Lead Cinematic Animator**, you will guide and inspire a team of animators in delivering high-quality in-game cinematics. You will be responsible for overseeing the creation of character (body and facial), camera, and object animations—whether through motion capture or keyframe—ensuring they align with the Realization Director's vision and the project's creative goals.

## What you'll do

- **Lead, mentor, and inspire** a team of animators, providing creative direction, feedback, and support to help them achieve the highest standards.
- Oversee the application of animation principles to deliver **polished, high-quality animations** while ensuring technical efficiency and adherence to project constraints.
- Collaborate closely with the Realization Director, Narrative, and Cinematic Design teams to ensure alignment between storytelling goals, engine capabilities, and animation execution.
- Maintain clear visibility on team progress through production tracking tools and regular communication, anticipating challenges and adjusting plans accordingly.
- Drive improvements to dialogue animation systems and pipeline workflows.
- Review in-game results, identify potential issues (technical, artistic, or scheduling), and work with cross-functional teams to resolve them quickly.
- Foster a culture of **continuous improvement**, encouraging experimentation, learning, and refinement of techniques and processes.

## What you bring

- Proven experience as a cinematic animator on AAA titles, with at least one shipped game—experience in a lead or senior role preferred.

- Strong background in motion capture direction and integration.
- Excellent sense of cinematic composition, including camera movement and framing.
- Proficiency with Autodesk MotionBuilder and/or Maya.
- Strong leadership and communication skills, with the ability to give clear feedback and work effectively across disciplines.
- Proactive, solution-oriented, and committed to raising the quality bar.
- Strong understanding of film language and its application in interactive media.
- Comfortable working in an international and collaborative environment (English proficiency required).

### **What to send our way**

- Your resume/CV highlighting leadership and animation experience.
- A link to your demo reel (no websites please)

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

**At Hybride, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.**