



Technical Animation Director - (Rainbow Six Siege)

Montreal - Full-time - 744000091383226

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As a **Technical Animation Director** at **Ubi MTL**, you'll be at the heart of both the technological and artistic innovation of a unannounced AAA project. You'll lead teams in building animation systems that are fluid, expressive, and high-performing, while ensuring alignment between creative vision and technical feasibility.

This role blends leadership, technical expertise, and a passion for animation. You'll act as a key facilitator between animation, rigging, programming, and tools teams, making sure pipelines are robust, scalable, and tailored to the project's ambitions.

What You'll Do

- Design, implement, and maintain a high-performance, scalable animation pipeline tailored to the project's needs.
- Collaborate with the tools team to develop or improve scripts in **MotionBuilder** (Python).
- Work closely with animators and programmers to design and refine animation systems within the game engine.
- Support the implementation of **procedural animation systems** and **full-body IK** with animation programmers.
- Ensure animation systems support **character customization** requirements.
- Partner with rigging artists to strike the right balance between artistic quality and technical performance.
- Document processes and provide day-to-day support to technical animators and animation teams.

What you bring to the team

- **Education:** Degree in 3D animation, computer science, software engineering, or a related field.
- **Experience:** 7 years of experience in animation within the video game industry, technical animation system development, or programming, including 3 years in a leadership role.
- **Technical Expertise:** Strong command of game engines (**Unity, Unreal**) and 3D software (**MotionBuilder, 3ds Max, Maya**). Solid understanding of scripting languages (**Python, C#, JavaScript, MaxScript**), motion capture, and state machines.
- **Tools & Methodologies:** Experience with bug tracking tools (**Jira**) and version control systems (**Perforce**).

Charles-Antoine and Marie, our talent acquisition specialists, will analyze your application. Please send us your **resume** 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.