



Senior Gameplay Animator (AI) - Far Cry

Montreal - Full-time - 744000091385931

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As a **Gameplay AI Animator**, you will be responsible for designing, integrating, and refining animation systems for non-playable characters (NPCs), both friendly and hostile. Your work will directly impact the player's experience and must align with the Animation Director's vision while respecting design constraints and technical requirements.

Responsibilities

- **Design and implement AI animation systems** for various behaviors, including:
 - Basic locomotion
 - 3D navigation
 - Combat behavior
 - Hostage situations
- **Process and enhance mocap data** with high precision, tailored to the specific needs of our engine.
- **Export and integrate animations** following technical guidelines established by the Technical Director, in collaboration with the technical animator, designers, and programmers.
- **Test and iterate animation systems in-game**, ensuring functionality and visual quality.
- **Collaborate daily** with animators, the Animation Director, programmers, and designers to deliver features on time and at the expected quality level.
- **Own the final quality** of each feature in-game — animation is validated through its impact in the final experience.

What You Bring

- A sharp eye for detail and a strong sense of visual quality.
- An open and collaborative mindset, with the ability to find compromises to solve complex problems.
- Motivation and pride in delivering high-quality work.
- Flexibility and resilience when facing production changes or challenges.
- A passion for teamwork and sharing ideas in a creative environment.
- Proven experience in **AI animation** and **animation system development**.
- Strong skills in **mocap data processing**.
- Familiarity with **MotionBuilder** (a plus).
- Experience working on a **shipped AAA title** (an asset).
- Solid understanding of **technical constraints** related to game engine integration.
- Ability to work effectively in a **multidisciplinary team** and align with both artistic and technical visions.

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.