



Senior Gameplay Animator (First-Person) - Rainbow Six Siege

Montreal - Full-time - 744000097329440

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000097329440-senior-gameplay-animator-first-person-rainbow-six-siege?oga=true>

As a Senior Gameplay Animator, you'll be responsible for crafting high-quality first-person animations that define the feel of Rainbow Six Siege. You'll work on both the **first-person viewmodel** and its **third-person replication**, ensuring consistency, responsiveness, and immersion. Your work will directly impact how players experience the game.

What You'll Do:

- Design and implement animation systems for the player in first-person view, along with their third-person replication.
- Create polished, expressive keyframe animations that align with the visual direction set by the Animation Director and meet gameplay requirements.
- Work with motion capture data for third-person replication, adapting it to fit the game's style and technical constraints.
- Export and integrate animations into the engine, collaborating closely with technical animators, designers, and programmers.
- Partner with fellow animators, directors, and developers to deliver features on time and at the expected quality level.
- Contribute to the creative process by producing mock-ups and participating in the conception of new features.
- Own the final in-game feel of your animations—this is how we measure quality.
- Collaborate openly, share ideas, and be receptive to feedback. You're a team player who thrives on creative problem-solving.
- Mentor and support junior animators, helping elevate the team's overall quality and cohesion.

Systems include but not limited to:

- FPS combat gameplay.
 - Operators.
 - Events content.
 - R&D core gameplay.
-
- 4-5+ years of experience in video game animation or equivalent.
 - At least one shipped title.
 - Experience with first-person animation is a strong asset.
 - Strong keyframe animation skills.

- Familiarity with motion capture workflows.
- Proficiency in tools such as MotionBuilder, 3ds Max, or Maya.
- Excellent cross-disciplinary communication skills.
- A passion for pushing animation quality while working collaboratively within a team.

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.