



Gameplay Animator (Assassin's Creed Project)

Quebec City - Full-time - 744000103357475

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As a gameplay animator, you are responsible for creating high-quality animations for a game in a style that allows players to fully immerse themselves in a perfectly coherent and compelling world.

Whether you are animating a hero or a monster, a crowd or an object, you always think about the intention of the movement and the behavior of the subject. You are concerned with defining how each piece fits into the overall game. When you look at the final product and see that the months of work on mechanics and decision making are blended into a work of art that brings a beautiful new world to life.

Teamwork is essential to get to this point. As an animator, you see in every movement of a person a hidden story. You collaborate with artists, designers, programmers, chefs and other animators, all of whom have opinions, ideas and constraints, but all of whom share the common goal of portraying an authentic world that stands out with a unique flavor.

What you will do

- Learn and apply the project's style and quality objectives;
- Participate in the evolution and implementation of the style and animations in all facets of the game;
- Work within a group of animators to cultivate the style, but also vary groups to serve and enhance the game experience;
- Work in some capacity on the implementation of animation in the game.

Then, depending on the stage of production

- Animation prototyping, animation blocking, key framing, mocap editing;
- Test your animations in their game context and iterate them;
- Solve problems with your animations and their implementation;
- Evolve your animations to their maximum potential.

What you bring to the team

- Experience in video game animation, or equivalent;
- Ability to communicate with all trades and to support and pull your team up on the visuals;
- Experience with animation software such as Maya or Motion Builder;

- You like to push the envelope, but also understand the demands of cohesive teamwork.

What to send our way

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.

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.