



Team Lead - Animation AI (Far Cry)

Montreal - Full-time - 744000106915675

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As an AI Animation Team Lead, you'll guide a small team responsible for delivering high-quality animation to ship high quality AI systems. You will oversee day-to-day task management, ensure animation quality, and contribute to the integration of animation within our production pipelines. Your role includes supporting the Project Lead (CP), Production Managers (PMs) and Animation Director, mentoring team members, preparing and overseeing mocap shoots and help the team push animation quality and efficiency forward.

What You'll Do:

- In collaboration with the CP and PMs, prioritize, assign, and follow up on tasks to meet deliverables and production goals.
- Support the Animation Director by reviewing animation and ensuring consistency and alignment with project vision.
- Lead team meetings as needed, communicate progress, and flag risks or blockers to production leads.
- Organize recurring one-on-one meetings with employees for task follow-up and career development, as well as annual performance reviews.
- Collaborate with engineers and designers to develop NPC features for the game.
- Mentor team members on both artistic and technical aspects of animation and AI workflows in Snowdrop engine.

- 7+ years experience in game animation.
- Experience leading an animation team in a production environment.
- Strong understanding of animation principles, game engines, production pipelines and constraints.
- Proficiency with animation software (preferred: Motionbuilder).
- Excellent communication, multitasking, and problem-solving skills.
- Experience with motion-capture workflows.
- Familiarity with game engines/tools and game production pipelines.

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.