



Technical Animator

Montreal - Full-time - 744000117373817

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000117373817-technical-animator?oga=true>

As a Technical Animator, you will join a small, empowered team building an ambitious multiplayer experience in Unreal Engine. We're looking for hands-on developers with a strong execution mindset, ownership, and pride in building something real - together.

What you'll do:

- Design, implement, and maintain **real-time animation systems** in **Unreal Engine** (**Animation Blueprints, State Machines, Control Rig, IK**), supporting demanding **multiplayer gameplay**;
- Work hands-on in the editor to **integrate, iterate on, and debug animations** directly in **game context**, in close collaboration with **gameplay, tech design, and animation teams**;
- Own the **robustness** and **performance** of **animation systems** (**networking, replication, LODs, CPU cost**) within an **online environment**;
- Actively contribute to defining and evolving **animation pipelines** and **tools** to accelerate production and reduce **team friction**;
- Take **end-to-end ownership** of your systems, ensuring **quality, readability, maintainability**, and the ability to deliver in a **live / GaaS-ready context**.

What you bring to the tea

- Strong expertise in **technical animation** using **Unreal Engine**
- Solid understanding of **game engine workflows** and **tool development** using **digital content creation (DCC) software**
- Knowledge of **production processes** and **core animation principles**
- Strong grasp of **artistic anatomy** and **body mechanics**
- Experience with **rigging, animation systems, IK, and state machines**
- Familiarity with **scripting** or **tool development** using **Python, MaxScript**, or animation DCC tools
- Basic skills in **modeling** and **animation**
- Ability to work with **initiative, autonomy**, and a strong sense of responsibility
- Attention to detail, adaptability, and openness to feedback
- Strong **communication** and **collaboration** skills when working with animation teams and cross-disciplinary partners