Senior Gameplay Animator (First-Person) – [Far Cry]

Montreal - Full-time - 744000117379057

Apply Now:

As a Senior Gameplay Animator (First-Person), you will be responsible for creating animations and animation systems for the main character in First Person view.

What you'll do

- Create **first-person animations** that follow the visual language defined by the **Animation Director** and respect **game design constraints**.
- Produce high-quality animations using **keyframe animation**. Most main character animations are fully keyframed based on **multiple video references**.
- Process and enhance **motion capture data**, which is used as a foundation for selected animation systems.
- Fine-tune animation data with a high level of **precision**, as required by the **game engine**, with strong attention to detail.
- Export and integrate animations according to **technical guidelines**, in collaboration with the **Technical Director or Technical Animator**, as well as designers and programmers.
- Test, review, and iterate on **animation systems directly in-game**.
- Work closely with fellow **animators**, the **Animation Director**, programmers, and designers to deliver features **on time and at the expected quality level**.
- Take ownership of the **final in-game feel** of your work, which is the primary measure of animation quality

What you bring to the team

- Minimum of **5 years of experience in video game animation**.
- Proven experience in **3C animation** and **first-person animation systems (FPS)**.
- Strong expertise in **motion capture data processing**.
- A sharp eye for **visual quality and detail**.
- An **open and collaborative mindset**, with the ability to find compromises when solving complex problems.
- Motivation and pride in delivering **high-quality work**.
- Flexibility and resilience when adapting to **production changes**.
- A passion for **teamwork** and sharing ideas in a creative environment.
- Solid understanding of **technical constraints** related to game engine integration.
- Ability to work effectively in a **multidisciplinary team** while aligning with artistic and

technical visions.
- Familiarity with **MotionBuilder** is a plus.
- Experience working on a **shipped AAA title** is an asset.

What to send our way

- A **portfolio** showcasing your best animation work, including first-person examples when possible.
- Your **CV** highlighting your experience and skills.