



Team Lead - Animation [March of Giants]

Montreal - Full-time - 744000121049547

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As an Animation Team Lead, you will be hands on creating a portion of the required animation while supporting the Project Lead (CP) / Production Manager (PM) in overseeing work quality and deadlines for your small team. You will help follow up on and validate your team's work and coach team members while overseeing part of the development of the game (where necessary).

What you'll do:

- Create a portion of the required **animation** while contributing to overall animation quality;
 - **Create, prioritize, assign and regularly follow up** on tasks and the advancement of the team's work with regards to deliverables;
 - **Represent the animation team** in cross discipline discussions and production follow ups;
 - **Organize and lead** team meetings to align on goals, progress, and challenges;
 - Know the game's story and gameplay (game design documents) and understand the **technical/artistic constraints** so as to be able to lead/coach the team;
 - **Draft regular reports** for the Project lead (CP) / Production manager (PM) on the advancement of the team's work and recommend corrective measures whenever necessary to meet project objectives;
 - Anticipate and recognize potential conflicts and **recommend solutions** to the Project lead (CP) / Production manager (PM) for the team;
 - Be a mentor in terms of technical/artistic aspects for team members (where necessary);
 - Take part in **performance assessments** in collaboration with the Project lead (CP)/ Production Manager (PM);
 - Coordinate **bug correction** as it pertains to the team's work;
 - Ensure that new employees **integrate** with the team;
 - Help **recruit** new team members.
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- Minimum of **7 years of experience in video game animation**;
 - Experience **leading** an animation team in a production environment;
 - Strong understanding of **keyframe** animation principles, game engines, production pipelines and constraints;
 - Proficiency with animation software (preferred: **Maya**);
 - Experience with **Unreal Engine** and **Blueprints**;
 - 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.