



# Animation Director [March of Giants]

**Montreal - Full-time - 744000123981870**

## Apply Now:

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As an **Animation Director** at Ubisoft Montreal, you will define how characters, environments, and objects move and interact within a cohesive and believable world. The Animation Director plays a key role in shaping the player experience by supporting gameplay, storytelling, and emotional impact through movement. You will set the overall animation vision for the game and bring the animation team together around that vision, providing clear direction while encouraging experimentation and iteration.

## What you'll do:

- Define and champion the **overall animation vision** in partnership with the leadership team.
  - Research, explore, and propose **animation styles** that support the game's universe and goals.
  - Align the **animation team** with the animation vision through clear references, guidance, and mentorship.
  - Partner with **Technical Directors** to establish workflows, production processes, and appropriate tools.
  - Play the game frequently to assess **responsiveness**, flow, and the overall feel of animations from a player perspective.
  - Collaborate closely with **Game Design**, Art, and Narrative teams to ensure cross-discipline cohesion.
  - Review and validate integrated animation work, providing **constructive feedback** and mentorship.
  - Support **team growth**, professional development, and recruitment initiatives.
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- Strong expertise in **game animation**, character movement, and performance.
  - Strong understanding of **keyframe** animation principles, **Unreal Engine**, production pipelines and technical constraints;
  - Proficiency with **animation software** such as **Maya**, **3ds Max**, and **MotionBuilder**.
  - Awareness of **cross-discipline dependencies** and the impact of animation decisions.
  - A player-focused mindset with sensitivity to **gameplay**, storytelling, and immersion.
  - The ability to **communicate a clear vision** and make it accessible to diverse teams.
  - Collaborative leadership skills with strengths in mentoring and communication.
  - A creative, adaptable, and solution-oriented approach to production challenges.

## What to send our way

- Your CV highlighting relevant skills and experiences.

- Examples of shipped games, animation work, or projects that demonstrate your leadership and animation expertise.