



# Senior Gameplay Animator [Splinter Cell]

**Toronto - Full-time - 744000127251269**

**Apply Now:**

<https://jobs.smartrecruiters.com/Ubisoft2/744000127251269-senior-gameplay-animator-splinter-cell-?oga=true>

As a **Senior Gameplay Animator** on Splinter Cell at Ubisoft Toronto, you will be responsible for creating animations and animation systems for the Player Character and Non-Player Characters (NPC) in Third Person view.

What you'll do:

- Create **Third-person animations** that follow the visual language defined by the **Animation Director** and respect **game design constraints**.
  - Process and enhance **motion capture data**, which is used as a general foundation for our animation systems.
  - Produce high-quality animations using **keyframe animation** as needed.
  - Create Player and NPC animation solutions for **basic locomotion, 3D navigation, combat behaviours**, and **scripted game moments**.
  - 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 quality** of animated features delivered in the game.
- 
- Strong experience creating **gameplay animations** for video games.
  - Proven experience in **3C animation** and **third-person animation systems**.
  - 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.
- Your **CV**, highlighting your experience, skills, and professional background.

This job posting is for an **existing vacancy** and is not intended to build a candidate pool for future opportunities.

We do **not** use artificial intelligence to screen or filter applications. AI may be used solely to assist with the transcription of interview notes.

The **annual base salary range** for this full-time position is **\$85,000 to \$120,000 CAD**. The final base salary will be determined following the interview process and will take into account the candidate's experience, skills, scope of responsibilities, and qualifications, to ensure fair and equitable compensation.