



Senior Character Rigger - [Assassin's Creed: Codename Invictus]

Montreal - Full-time - 744000139610310

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As a **Senior Character Rigger** at Ubisoft Montreal, you will create high-quality character rigs in 3DS Max and integrate them into our game engine. You will support the AAA animation pipeline and help build character rigging systems for a character-driven game.

What you'll do

- Build user-friendly character rigs in **3DS Max**;
- Develop efficient **skinning**, deformation, and control systems;
- Ensure clean export and integration into the **game engine**;
- Support and improve **animation** pipelines and workflows;
- Resolve issues related to rigging, deformation, and engine integration;
- Optimize rigs for real-time performance;
- Collaborate closely with **animation**, **technical art**, and programming teams;
- Contribute to pipeline tools and best practices.

- Experience as a **Character Rigger** in the video game industry;
- Strong knowledge of **3DS Max** rigging pipelines;
- Solid understanding of **deformation**, **skinning**, and control systems;
- Experience with **Python scripting** for rigging pipelines;
- Experience working on **AAA** game productions;
- Understanding of real-time optimization and engine constraints;
- Strong problem-solving skills and pipeline knowledge;
- Experience with facial rigging using joint-based, blendshape, or hybrid systems.

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.