



Gameplay Animator [Rainbow Six Siege]

Montreal - Full-time - 744000139618029

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As a **Gameplay Animator** at Ubisoft Montreal, you will be responsible for creating animations and animation systems for the main character in first-person view, as well as equivalent replication animations in third-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.
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- Strong experience creating **gameplay animations** for video games;
 - 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.