



# Senior Cinematic Animator [Rainbow Six Siege]

**Montreal - Full-time - 744000139623622**

## Apply Now:

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As a Senior Cinematic Animator at Ubisoft Montreal, you will create high-quality animations for customization content and in-game cinematic sequences for Rainbow Six Siege. Your work will directly enhance the player experience through third-person content such as Victory Dances, loadout poses, and event introductions.

## What you'll do:

- Create animations that align with the visual language and quality standards of Rainbow Six Siege;
  - Produce expressive sequences using **keyframe animation**, **motion capture** data, and camera work;
  - Explore visual approaches and build prototypes to support creative content development;
  - Refine animations to ensure strong in-game feel and presentation;
  - Collaborate with technical animators, directors, and partner teams to deliver content on schedule;
  - Support the evolution of the game's visual quality by sharing expertise across teams;
  - Solve artistic, technical, and production challenges through creative problem-solving;
  - Adapt workflows to the realities of a live game production environment;
  - Maintain a high level of quality and consistency across delivered content;
  - Contribute to cross-discipline collaboration throughout production.
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- Experience creating **cinematic animation** for third-person character content;
  - Knowledge of **keyframe animation** techniques and **motion capture** workflows;
  - Expert with Motion Builder and Maya;
  - Understanding of camera work for cinematic sequences;
  - Strong attention to visual quality and detail;
  - Ability to collaborate effectively with multidisciplinary teams;
  - Creative and solution-oriented mindset;
  - Adaptability within a live production environment;
  - Passion for creating memorable player experiences.

## What to send our way

- Your CV highlighting relevant skills and experiences.
- Portfolio or project links adapted to role type.

