



Senior Character Rigger - [Rainbow Six Siege]

Montreal - Full-time - 744000140758612

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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.
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- 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:

- Your **CV** highlighting your experience and skills.
- A **portfolio** showcasing your best character rigging work.