



Senior Gameplay Animator (AI) - [Far Cry]

Montreal - Full-time - 744000141950949

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000141950949-senior-gameplay-animator-ai-far-cry-?oga=true>

As a **Senior Gameplay Animator (AI)** at Ubisoft Montréal, you will help create, integrate, and validate animation systems for non-playable characters, including both allies and enemies. You will work in line with the animation direction while meeting gameplay and technical requirements tied to the game engine.

What you'll do:

- Create animation systems for a variety of NPC behaviors, including locomotion, 3D navigation, combat behaviors, and hostage situations;
 - Process and refine **motion capture** data while accounting for game engine constraints;
 - Export and integrate animations following technical guidelines in collaboration with **technical animators, designers, and programmers**;
 - Test and revise animation systems directly in the game to ensure functionality and quality;
 - Collaborate with **animation, programming, and design** teams to deliver features aligned with production goals;
 - Ensure the final quality of animated gameplay features integrated into the game.
-
- Strong experience creating **gameplay animations** for video games;
 - Experience creating **NPC animations** and animation systems;
 - Proficiency in processing **motion capture** data;
 - Knowledge of **MotionBuilder**;
 - Experience working on a **shipped AAA title** (an asset);
 - Understanding of technical constraints related to integration within a game engine;
 - Ability to collaborate in a multidisciplinary environment;
 - Strong attention to detail and visual quality;
 - Collaborative mindset focused on problem-solving and idea sharing.

What to send our way

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