



Senior Gameplay Animator (Splinter Cell)

Toronto - Full-time - 744000144357015

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As a Senior Gameplay Animator at Ubisoft Toronto, you will create animations for scripted gameplay moments and support animation systems for player characters and non-player characters in a third-person experience on Splinter Cell.

What you'll do

- Create high-quality **third-person animations** aligned with the visual direction defined by the **Animation Director** and **Realization Director** while respecting **game design constraints**
- Process and refine **motion capture data** to support animation systems and gameplay needs
- Produce **pre-visualization animations** using motion capture data and **keyframe animation** techniques as needed
- Create polished animations using **keyframe animation**
- Develop animation solutions for **locomotion, 3D navigation, combat behaviours**, and **scripted gameplay moments**
- Fine-tune animation data with strong attention to **precision** and **in-game performance**
- Export and integrate animations following established **technical guidelines**
- Collaborate with the **Technical Director, Technical Animator**, designers, and programmers to support feature implementation
- Test, review, and iterate on **animation systems directly in-game**
- Partner with animators, programmers, designers, the **Animation Director**, and **Realization Director** to deliver high-quality features on schedule

What you bring to the team

- Demonstrate strong experience creating **gameplay animations** for video games
- Apply knowledge of **3C animation** and **third-person animation systems**
- Process and refine **motion capture data** with a high level of quality
- Demonstrate strong understanding of **camera language**, including **framing, camera movement**, and **lenses**
- Maintain strong attention to **visual quality** and detail
- Collaborate openly with multidisciplinary teams and contribute to solving complex production challenges
- Adapt effectively to evolving **production needs** and create high-quality scenes efficiently
- Understand **technical constraints** related to game engine integration and workflows

What to send our way

- Your CV highlighting relevant skills and experiences
- Portfolio, demo reel, or project links showcasing your best animation work

This posting is for an existing vacancy and is not intended to build a candidate pool for future opportunities. The final base salary offered will be determined within the compensation standards, following the interview process and will depend on several factors, including but not limited to the candidate's experience, skills, qualifications, scope of responsibilities, location, and internal equity considerations. In addition to yearly base salary, total compensation may include other elements such as variable pay or benefits, where applicable.