



Animation Programmer

Montreal - Full-time - 744000149602139

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We're a small, empowered team building an ambitious multiplayer experience, developed in Unreal Engine. We're looking for hands-on developers with a strong execution mindset, ownership, and pride in building something real—together.

What you'll do

- Collaborate with animation, programming, and motion capture teams to understand needs and develop appropriate solutions.
- Analyze existing animation features within the game engine.
- Design, develop, and maintain scalable animation systems.
- Create tools and systems that support dynamic and living worlds.
- Maintain and optimize existing animation systems for upcoming projects.
- Write clear and structured code while considering performance, memory usage, and compatibility.
- Combine technical and artistic perspectives to support strong visual representation.
- Research and develop new animation techniques, including procedural and physics-based animation.
- Monitor developments in animation technologies and share knowledge across teams.
- Contribute to the continuous improvement of animation tools and workflows.

What you bring to the team

- Experience with C++ and C#.
- Knowledge of Visual Studio.
- Strong understanding of 3D mathematics.
- Experience with animation techniques such as rigging, state machines, ragdoll physics, inverse kinematics (IK), and facial animation.
- Understanding of animation tool development and optimization.
- Ability to collaborate effectively with multidisciplinary teams.
- Attention to detail when identifying and resolving system issues.
- Clear communication skills for technical topics.