



Senior Gameplay Animator - [March of Giants]

Montreal - Full-time - 744000155311205

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As a **Senior Gameplay Animator** on March of Giants at Ubisoft Montreal, you own the full gameplay animation process, from shaping memorable character performances to implementing and refining them directly within the game's ability system. You combine strong gameplay instincts with exceptional animation fundamentals, understanding how movement communicates both mechanics and personality. You'll work alongside a passionate multidisciplinary team dedicated to pushing the boundaries of the MOBA genre.

What you'll do:

- Create keyframe **gameplay and cinematic animations** aligned with the visual direction and **game design constraints**;
 - Integrate your animations into the character system and validate functionality;
 - Plan and progress your tasks proactively;
 - Share constructive feedback with teammates;
 - Conduct playtests regularly;
 - Collaborate closely with other animators, designers, and programmers to deliver features **on schedule and at expected quality**;
 - Take ownership of the **final quality** of animated features delivered in the game.
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- Strong understanding of **keyframe** animation principles, game engines, production pipelines and constraints;
 - Proficiency with animation software (**Maya**);
 - Experience with **Unreal Engine** and **Blueprints**;
 - Excellent communication, multitasking, and problem-solving skills;
 - Experience with motion capture workflows.

What to send our way

- A **portfolio** of your best work as well as your **CV** highlighting your education, experience and skills.