



Senior Technical Animator - [March of Giants]

Montreal - Full-time - 744000155799600

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As a **Senior Technical Animator** on March of Giants at Ubisoft Montreal, you will support, improve, and innovate animation systems used in game production. You will work closely with animators, riggers, game designers, and programmers to ensure animation systems are efficient, reliable, and aligned with creative and technical goals.

What you'll do:

- Support and evolve **animation systems**, including motion capture, facial animation, and lip sync;
 - Collaborate with animators and riggers to develop and maintain **animation rigs** and procedural systems;
 - Analyze production needs and propose **tools, workflows, and best practices**;
 - Perform **technical validation** of animation assets and support animators in nodal system creation;
 - Support the **integration of animations** into the game engine;
 - Prototype and test **animation and physics systems** directly in the engine;
 - Maintain and improve the **animation production workflow** and related tools;
 - Create and maintain clear **technical documentation** for the animation team.
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- Strong understanding of **game engine animation workflows**;
 - Solid knowledge of **animation principles**, anatomy, and body mechanics;
 - Experience with **Unreal Engine** and **Blueprints**;
 - Experience with **rigging**, inverse kinematics, and state machines;
 - Ability to create or adapt tools using **scripting languages** such as Python or MaxScript;
 - Familiarity with **digital content creation software** for animation;
 - Basic skills in **modeling and animation** to support technical tasks;
 - Strong **collaboration and communication** skills across disciplines;
 - Detail-oriented, proactive, and adaptable approach to problem solving.

What to send our way

- Your CV highlighting relevant skills and experiences.
- Examples of technical animation work, tools, or systems you have contributed to.