Senior Technical Animator - [Splinter Cell]

Toronto - Full-time - 744000163482809

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As a **Senior Technical Animator** on Splinter Cell at Ubisoft Toronto, 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.

- Strong understanding of **game engine animation workflows;**
- Solid knowledge of **animation principles**, anatomy, and body mechanics;
- 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.

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.