



Team Lead - Animation [For Honor Project]

Montreal - Full-time - 744000022607823

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000022607823-team-lead-animation-for-honor-project-?oga=true>

As an Animation Team Lead, you will support the Project Lead (CP)/ Production Manager (PM) in overseeing work quality and deadlines for your small team. You will help follow up on and validate your team's work and coach team members while overseeing part of the development of the game (where necessary).

What you'll do

- Create, prioritize, assign and regularly follow up on tasks and the advancement of the team's work with regards to deliverables;
- Represent the team;
- Organize and lead team meetings;
- Know the game's story and gameplay (game design documents) and understand the technical/artistic constraints so as to be able to lead/coach the team;
- Draft regular reports for the Project lead (CP)/ Production manager (PM) on the advancement of the team's work and recommend corrective measures whenever necessary to meet project objectives;
- Anticipate and recognize potential conflicts and recommend solutions to the Project lead (CP)/ Production manager (PM) for the team;
- Be a mentor in terms of technical/artistic aspects for team members (where necessary);
- Take part in performance assessments in collaboration with the Project lead (CP)/ Production Manager (PM);
- Coordinate bug correction as it pertains to the team's work;
- Ensure that new employees integrate the team;
- Help recruit new team members;
- Create a portion of the required animation.

What you bring

- Experience in animation and in leading a team;
- Participation in at least one complete game production or equivalent;
- Leadership;
- Time and priority management for both yourself and your team;
- Ability to assemble productive teams;
- Good interpersonal and communication skills;
- Resourcefulness in problem-solving;
- Ability to delegate;
- Stress and change management skills;

- Managerial courage;
- Sense of initiative;
- Database knowledge an asset (JIRA, Perforce, etc.);
- Knowledge of the technical constraints of real time, 3D engines and level editors.

Charles-Antoine and Marie, our talent acquisition specialists, will analyze your application. Please send us a **portfolio** of your best work (you can attach images or provide us with a password link) as well as your **CV** highlighting your education, experience and skills.

Please note that our positions are hybrid, but if you reside outside Quebec or Canada, relocation will be necessary. If you require a work permit, your eligibility will depend on your education and relevant work experience, as required by the government.

We look forward to reading your application ! ☐