



Technical Director (Characters)

Montreal - Full-time - 744000037693065

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As a character TD at Ubi MTL, you will oversee the quality and technical content of your team. You will optimize team productivity through the technical process (pipeline) in order to maximize the player's experience. This is achieved by identifying the project's needs, implementing efficient work tools and methods to maximize data integration in the engine and providing technical support to the team.

What you'll do

- **Determine your team's technical needs** to carry out the visions for the game design and level design and/or the artistic direction by validating game features and challenging its interpretation to assess their technical feasibility.
- **Help choose the project engine** to ensure that your trade's needs are considered by evaluating existing engines, contributing to the design of a new engine (if applicable) and testing the final engine choice.
- **Acquire the best tools** in collaboration with the programming team and other Technical directors (TD) of the project to enhance and facilitate your trade's work by prototyping technological elements, asking for adjustments to existing tools, requesting new tools and validating their efficiency before they are deployed on the project.
- **Establish the best work methods and data structures** (data and assets) to standardize work methods and ensure the validity and integrity of the data (meet standards and minimize debugging) by writing technical (pipeline) documents, establishing a naming method, training, coaching and supervising users of the process.
- **Find improvements and resolve issues** in order to provide technical support to your trade by working in close collaboration with programmers and training team members to become specialists resolving tasks and precise problems.
- **Stay informed of new technical and technological developments** in order to apply them to your project when relevant and share your project's developments with your peers (TDs on other projects or other trades).
- **Help plan the work** by collaborating with the planning lead on the scope of each task and the impact on your team in order to find the right compromise between the desired quality and the delivery constraints (time, costs, resources, etc.).
- **Follow up on the tasks of the assistant TDs** to assess the progress of the deliverables.

What you bring

- Approximately 7 years of experience in character modeling and/or rigging, or programming (or other relevant experience) + 3 years of leadership experience;

- A degree in 3D animation, computer science, or computer engineering (or related training);
- Knowledge of modeling, texturing, anatomy, shaders, and other character-related developments;
- Strong knowledge of game engines (e.g. Unity or Unreal) and 3D design software (3DS Max, Maya) + understanding of scripting languages (e.g. C#, Python, JavaScript, MaxScript);
- Strong communication, interpersonal, mentoring, time management, organizational and presentation skills;
- Innovative, collaborative, caring and solution-oriented mindset;
- Critical thinking, curiosity, resourcefulness and high flexibility;
- Familiarity with bug tracking software (e.g. Jira) and release management systems (e.g. Perforce);
- A passion for sharing knowledge: you have an inclination to help others learn and grow.

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 ! ☐