



# Machine learning Programmer (Character & Animation) - Rainbow Six

**Montreal - Full-time - 744000037837904**

**Apply Now:**

<https://jobs.smartrecruiters.com/Ubisoft2/744000037837904-machine-learning-programmer-character-animation-rainbow-six?oga=true>

We are changing how we do animation here at Ubisoft and on Rainbow Six. The injection of ML and GenAI has caused a paradigm shift in the capacity to produce high quality human like animation at a scale we could not before. By joining this team, you would be contributing to modernizing our animation tech stack with novel ML based techniques to help us make bigger, better-looking games with a heavy focus on animation quality. This role would be a step beyond RND with a focus on industrializing ML into a modern games engine.

**Responsibilities**

- Analyse existing animation tech stack and propose and implement novel approaches using machine learning techniques
  - Stay on top of the current industry developments in ML and bring them to the animation leadership for knowledge sharing
  - Execute and contribute to the existing animation roadmap for the animation team
  - Work as a part of a diverse full stack animation team to revolutionize how we make animation as a studio by industrializing pragmatic ML techniques into our animation technology stacks
  - Able to think outside of animation domain and provide ML solutions into other domains for problem solving
- 
- Masters or PHD in a machine learning software engineering field (or equivalent industry experience)
  - Undergraduate degree in computer science (or significant industry experience)
  - Strong 3D mathematics and calculus
  - Experience with modern game engines (unreal / unity)
  - Understanding of current novel and standard runtime and offline animation techniques for games and film
  - Innovative thinker also able to take direction
  - Excellent communication skills
  - Pragmatic and solution oriented
  - Mastery of deep learning frameworks (pytorch / keras)
  - Understanding of state of the art machine learning topics (VAEs, NERFS, GANS etc)
  - A passion for animation in games
  - C++ experience