



Camera Specialist (Gameplay)

Montreal - Full-time - 744000043249050

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As a Camera Specialist (Gameplay) at Ubi MTL, you'll be responsible for developing and ensuring the quality of in-game cameras, which will bring out the important elements of the game during playable sequences.

What you'll do

- In collaboration with the creative and level design directors, develop the style and role of the cameras in the overall game experience;
- Be familiar with the script to understand the emotions that should be conveyed to the player;
- With level designers, analyse the gameplays to assess the best shots and provide a better player experience;
- Work with programmers to assess the proper functioning of the cameras;
- Have the level design PM and/or creative director validate the work to ensure that it is in line with project guidelines;
- Whenever necessary, assist animators in animating the cameras for the cinematic scenes;
- Correct the camera bugs entered into the database by testers;
- Carry out all other related tasks.

What you bring

- At least 5 years' experience in video game level design and production, game design or other relevant experience (having worked on a AAA game is an asset)
- Have a good understanding of the 3Cs (Camera, Control, Character);
- Good knowledge of game engines and 3D software (3DS Max, Maya, Motion Builder...)
- Be able to solve problems related to camera tracking, action continuity and technical issues that may arise;
- Good artistic vision and a well-developed 3D spatial sense;
- Work as part of a team and collaborate with multidisciplinary teams;
- User-oriented, critical and analytical.

What to send our way

- Your CV highlighting your education, experience, and skills
- A portfolio of your best work (if applicable—attach images or send us a link to your personal website or online portfolio)

Ubisoft's 20,000 team members, working across more than 30 countries around the world, are

bound by a common mission: enrich players' lives with original and memorable gaming experiences. Their commitment and talent have brought to life many acclaimed franchises such as Assassin's Creed, Far Cry, Watch Dogs, Just Dance, Rainbow Six, and many more to come.

Ubisoft is an equal opportunity employer that believes diverse backgrounds and perspectives are key to creating worlds where both players and teams can thrive and express themselves.

When you join Ubi MTL, you discover a workplace that sparks inspiration and connection. We offer a collaborative space that provides career advancement, a host of learning opportunities, and meaningful benefits centred on well-being.

If you are excited about solving game-changing challenges, harnessing cutting-edge technologies, and pushing the boundaries of entertainment, we invite you to join us on our journey and help us create the unknown.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.