Senior Gameplay Animator (AI) – [Far Cry]

Montreal - Full-time - 744000141950949

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As a **Senior Gameplay Animator (AI)** at Ubisoft Montréal, you will help create, integrate, and validate animation systems for non-playable characters, including both allies and enemies. You will work in line with the animation direction while meeting gameplay and technical requirements tied to the game engine.

What you'll do:

- Create animation systems for a variety of NPC behaviors, including locomotion, 3D navigation, combat behaviors, and hostage situations;
- Process and refine **motion capture** data while accounting for game engine constraints;
- Export and integrate animations following technical guidelines in collaboration with **technical animators**, **designers**, and **programmers**;
- Test and revise animation systems directly in the game to ensure functionality and quality;
- Collaborate with **animation**, **programming**, and **design** teams to deliver features aligned with production goals;
- Ensure the final quality of animated gameplay features integrated into the game.

- Strong experience creating **gameplay animations** for video games;
- Experience creating **NPC animations** and animation systems;
- Proficiency in processing **motion capture** data;
- Knowledge of **MotionBuilder**;
- Experience working on a **shipped AAA title** (an asset);
- Understanding of technical constraints related to integration within a game engine;
- Ability to collaborate in a multidisciplinary environment;
- Strong attention to detail and visual quality;
- Collaborative mindset focused on problem-solving and idea sharing.

What to send our way

- A **portfolio** showcasing your best animation work.
- Your **CV** highlighting your experience and skills.