Event Scripter

Montreal - Full-time - 744000151858160

Apply Now: https://jobs.smartrecruiters.com/Ubisoft2/744000151858160-event-scripter?oga=true

As an Event Scripter at Ubisoft Montréal, you will help create and integrate scripted gameplay and animation moments that support the player experience. You will work closely with level design, narrative, animation, and VFX teams to build coherent sequences, connect gameplay systems, and support the implementation of cinematic and interactive events in a highly branching game environment.

What you'll do

- Create and maintain **animation sequences** for scripted gameplay moments
- Integrate **sequences**, gameplay logic, and related **animation systems** into mission flows
- Collaborate closely with **level designers** to integrate scripted events into mission structures
- Implement and maintain **branching gameplay events** and narrative moments that respond to player choices
- Integrate **dialogue**, **visual effects**, animations, and gameplay assets within scripted sequences
- Define implementation approaches for scripted moments based on design goals and available technologies
- Work directly in the **Snowdrop engine** to build, debug, and support scripted content
- Support **animators** by preparing sequence-related information, including placement, shot breakdowns, and system connections
- Test and troubleshoot scripted sequences to ensure events, assets, and systems function as intended
- Collaborate with **narrative**, **animation**, **VFX**, and mission teams to support cohesive player experiences

What you bring to the team

- Work effectively with **visual scripting** and **node-based systems**
- Build and read structured **logic flows** for scripted gameplay moments
- Understand **mission structures**, event integration, and branching gameplay flows
- Use game engines such as **Snowdrop**, **Unreal Engine**, or similar proprietary tools
- Support technical implementation, debugging, and sequence setup within a game engine
- Apply strong **structured thinking** and practical problem-solving skills
- Collaborate effectively with multidisciplinary teams, including narrative, animation, VFX, and design
- Understand the fundamentals of **animation sequencing** and gameplay event implementation

What to send our way

- Your CV highlighting relevant skills and experiences
- Examples of scripting work, gameplay implementation, or relevant project links