



Senior Animator [The Settlers] (f/m/d)

Düsseldorf - Full-time - 743999741781019

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The Senior Animator [The Settlers] (f/m/d) is responsible for bringing to life the characters and creatures of our games with stunning, high quality animations.

Primary Objectives

- Animate characters and motion edit Mocap data within complex animation systems
- Collaborate with the Art Director to create animations that fit to the visual style of the project

Specific Tasks

- Provide knowledge and solutions for animation problems
- Set up complex animation state machines
- Provide skinning for complex characters
- Cooperation with other Ubisoft teams all around the world on a daily basis
- Provide support and advice for artists

- 5 years' experience as an Animator in game development with a strong understanding of rigging, skinning, keyframe animation, motion capturing and procedural animation.
- Proven experience on at least one shipped title
- Working knowledge of Maya, Motion Builder, 3DSMAX, and/or other commercial 3D authoring packages.
- A keen eye for motion, weight, timing and animation.

- Being able to work with a complex animation system and complex animation state machines
- Able to create content fitting to the project's animation style and work within those limitations.
- Understand typical workflows and tools in animation production with the ability to modify and improve them.
- Be forward thinking and anticipate the needs of your project.
- High degree of self-motivation and initiative.
- Great communication skills and a positive attitude
- Fluent in English, both verbally and written

Bonus

- Experience with Motion editing and handling Mocap Data in Motion Builder is a plus
- Experience as modeler and/or texture artist a plus
- Rigging experience is a plus
- Being an avid gamer is a plus

PORTFOLIO

It is required that you submit a portfolio of your work with your application. You may do so by providing a link to an online portfolio (preferred), or attaching documents to your resume.

All portfolios must contain a detailed shot breakdown of the work. It must be very clear what you, the applicant, are responsible for in your reel, portfolio, screenshots etc.

The portfolio should contain the following:

- Examples of character animation (full body motion, emotions etc.)
- Examples of animation style variety

- Examples of environment animation or visual effects
- Examples of animation rigs and their functionality in a 3D package

Your Benefits

- Relocation Support: We offer financial support in form of a cash allowance and assistance with accommodation search and settle-in support via our relocation partner, for international candidates we offer visa assistance.
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 11 bank holidays in the NRW region.
- Flexible Working Hours: We have core working times between 10:00 AM – 04:00 PM and the distribution of the other hours is up to you.
- Company Pension Scheme. We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Up to 350€ childcare support per child per month. In addition, we also offer 5 'care for ill children days' per child per year.
- Discounted Games. We regularly order Ubisoft Games for super cheap prices for our employees.
- Gym Subsidy. We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice.
- Lunch & Breakfast Service. Enjoy fresh discounted meals each day.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- English and German classes for free. Main language in the studio is English.
- Free fresh Fruit, Coffee, Tea and Water. Enjoy fresh fruit and beverages in our office.

We offer a highly interesting challenge for a team player including the possibility to show personal initiative. If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal.

The application must include your resume, portfolio, and a cover letter detailing your earliest starting date, salary expectations and motivation

Ubisoft Blue Byte GmbH

Studio Düsseldorf

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