



# Lead Animator [Avatar: Frontiers of Pandora] (f/m/d)

**Düsseldorf - Full-time - 743999840670125**

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999840670125-lead-animator-avatar-frontiers-of-pandora-f-m-d?oga=true>

As part of Avatar: Frontiers of Pandora, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is an opportunity for you to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment. As our new Lead Animator (f/m/d) at Ubisoft Düsseldorf, you will drive the animation quality of a brand-new IP and collaborate with Directors to deliver an amazing AAA game experience.

## What you will do:

- Leading and managing the Animation team.
- Collaborating with the Art Director, Technical Art Director and Animation Director to create animations that fits the visual style of the game.
- Building, developing, and nurturing a strong, empowered team with a healthy, diverse, and supportive team culture
- Driving the artistic direction of the game.
- Creating goals for your teams and help them reach it.
- Defining the animation quality for your team.
- Prototyping animation systems that will be the basis for animation and gameplay-related discussions.
- Working closely with production and help defining priorities, optimize workflows and processes.

## What you bring:

As our new colleague you'll be able to communicate well and have a keen eye for animation. As a valued lead animator on the team, you will be positive and forward thinking and be able to anticipate the needs of the project and your team members.

- You have 5+ years' experience as an Animator in game development.
- You have some experience leading, coaching, mentoring or training other team members
- You have knowledge of keyframe animations, gameplay animation and procedural animation.
- You shipped at least 1 title.
- You can work with a complex animation system and complex animation state machines.

- You understand animation workflows and tools (e.g. MotionBuilder, Maya).
- You have a technical understanding of the animation pipeline
- You are motivated to constantly expand your knowledge and expertise
- You are a strong communicator and can easily discuss and negotiate with people up and down the hierarchy.
- You are Fluent in English, both verbally and written.

#### What to send our way:

- Your CV, highlighting your education, experience, and skills
- A cover letter including your earliest starting date, expected salary and why you would like to join us

Please provide a portfolio with examples of your previous work/projects - be sure to check the link is working when applying. The portfolio should contain:

- A detailed shot breakdown of your work, including what you are responsible for in your reel, portfolio, screenshots etc.
- 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
- Ubisoft Blue Byte Academy: We offer multiple opportunities for you to discover your full potential and develop yourself in various areas. Guest speakers from the industry, workshops and access to our training and development platform
- Discounted Games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Monthly Mobility Budget: 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket
- Up To 350€ Childcare Support Per Child Per Month: In addition, we also offer 5 'care for ill children days' per child per year
- Self-study And Training Hours: You have access to our in-house library
- Company Pension Scheme: We offer an attractive scheme through salary sacrificing in which the employer also matches contributions
- Gym Subsidy: We contribute 50% (up to a maximum amount of 25€) towards the monthly cost of a gym membership of your choice
- English And German Classes For Free: Good to know: Our main language in the studio is English
- 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

- 26 Days Paid Vacation Per Year: Additionally, you will get half a day off on Christmas Eve and New Year's Eve and approximately 10 bank holidays in the Düsseldorf region
- Corporate Benefits Web Portal: With employee discount programs for affiliated retailers, shops and service providers

We offer a highly motivating challenge for team players interested in showing personal initiative in an innovative and international company. If you are passionate about video games and would like to join an industry leader - please apply via our career portal.

For further information, please check <https://duesseldorf.ubisoft.com/en/>.