Lead Technical Animator (f/m/d)

Düsseldorf - Full-time - 743999889486173

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https://jobs.smartrecruiters.com/Ubisoft2/743999889486173-lead-technical-animator-f-m-d-?oga=true

As our new Lead Technical Animator (f/m/d) at Ubisoft Düsseldorf, you will lead, motivate and develop your team of Technical Animators and Technical Artists to push the visual and technical quality to the next level. You will be responsible for developing, supporting and documenting our animation systems, rigging, pipelines and techniques used by the Art, Technical Art and Animation teams. Additionally, you will collaborate closely with the Animation Director, Art Director and other leads to ensure high quality in-game animations that are in line with the artistic vision.

What you will do:

- Build a strong and versatile team of technical experts as part of a AAA development team
- Design, implementation and improvement of our animation state machines and runtime solutions
- Develop, test and maintain complex animation systems in conjunction with animators, gameplay programmers and other team members as required
- Recognize inefficiencies and pipeline issues and identify solutions
- Help improving the tools and pipeline that are used for animation, rigging and implementing of animations in collaboration with our internal engine programmers
- Assist in the design, integration and validation of animation assets
- Guide/Coordinate Animation teams on demanding tasks

What you bring:

- 5 years of experience as senior or lead in a similar role during all stages of a video-game production and at least one shipped AAA title
- Excellent practical understanding of animation logic: node graphs, animation trees and similar engine editors and technologies
- High level expertise of 3D engines and in game engine implementation of animation features, including ragdoll physics

* Experience with character action focused games is a plus

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:

- Scripts or application examples, code samples
- Examples of rigs, visual effects, animation, procedural visualization

What we offer:

- 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 as well as to our in-house library
- Discounted and free games: Discount on employee game orders & free Ubisoft games on Ubisoft Connect
- Hybrid work model: Provides the flexibility to combine working from the studio and your home within Germany
- 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
- Company Pension Scheme: We offer an attractive company pension scheme
- 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 online lessons for free: Good to know: Our main language in the studio is English
- 26 days paid vacation per year
- Corporate Benefits web portal: Employee discount program 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/.