Technical Animator (f/m/d)

Düsseldorf - Full-time - 743999980106686

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As our new Technical Animator (f/m/d) at Ubisoft Düsseldorf, you will have the opportunity to craft stunning character and creature rigs while creating tools used by the art, technical art and animation teams.

What you will do:

- Develop and support character/creature motion and deformation systems.
- Deformation setup of character rigs and implementation into the game engine.
- Collaborate with modelers to create models which meets technical requirements.
- Collaborate with animators to design motion controls and tools.
- Develop tools & scripts to streamline the setup process.
- Daily support for Art and Tech teams.

What you bring:

- Experience working on shipped titles for consoles and/or PCs, as Technical Artist (Rigger) or Technical Animator.
- Good knowledge of Python; (C#, C++ a plus).
- Good knowledge of Maya, and/or MotionBuilder, 3ds Max.
- Knowledge of tools used in the parametric creation of nodes.
- Good understanding of human, facial and animal anatomy.
- Solid understanding of art optimization techniques.
- Experience and understanding of art/animation pipelines for game engines.
- Ability to think creatively to overcome technical challenges.
- Good oral and written English.

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

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:

- Code/Scripts samples.
- Videos which show tool functions.
- Rig examples plus function.

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

Ubisoft offers the same job opportunities to all, without any distinction of gender, ethnicity, religion, sexual orientation, social status, disability, or age. Ubisoft ensures the development of an inclusive work environment which mirrors the diversity of our players' community.

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