



Senior Animator [Far Cry Brand] (f/m/d)

Berlin - Full-time - 743999689138875

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Responsibilities:

- As the go-to person in Berlin for animation on the project, implement as well as plan key areas for animation to drive AAA quality
 - Deliver qualitative animation assets in line with the artistic vision of the game
 - Drive improvement of animation standards and processes
 - Animate and do Motion editing within complex animation systems
 - Collaborate with the Art Director to create animations that fit to the visual style of the project as well as other studios working on the project
 - Provide knowledge and solutions for animation problems
 - Set up complex animation state machines
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- 8+ years working in animation (Video Game industry not a must, but a plus) with a strong understanding of rigging, skinning, keyframe animation, Motion capture and procedural animation
 - High degree of self-motivation and initiative. A pro-active mindset where you are able to look at the project from high level and address key areas that need improvement or can be improved through animation
 - Working knowledge of Motion Builder
 - Working knowledge of Maya, 3DSMAX, and/or other commercial 3D authoring packages
 - A keen eye for motion and animation
 - Being able to work with a complex animation system and complex animation state machines
 - Understand typical work flows and tools in art production with the ability to modify and improve them
 - Be forward thinking and anticipate the needs of your project
 - Able to keep content within the current projects art style and work within those limitations
 - Be enthusiastic and expect to take on challenges
 - Ability to communicate in English

We aim to have a wide and diverse range of profiles within our studio; thus, we are looking

forward to being surprised by your application. The most important quality for us is to be a strong team player with a resilient and positive attitude.

Portfolio requirements:

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 should 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:

- A showreel with different styles of animation
- Include in-game animations if possible

What we want to offer you:

We want to build a studio in which everyone feels inspired, empowered and connected. We believe developers do their best work when they feel empowered. We thus aim to give you a lot of autonomy. In return, we expect you to be self-responsible and stay on top of your game by continuously developing your skills. Furthermore, we know it is important for a developer to feel comfortable. With that in mind, we aim to provide a variety of everyday benefits which we hope will help you feel great including:

- Flexible working hours
- External training, education in our in-house guilds and knowledge sharing with other project teams
- Fresh fruit, discounted gym membership, support for child care
- Subsidized lunch meals, free bike rental or lease your own bike!
- Share ideas! = Working in an innovative and international company

If you are passionate about video games and would like to work with like-minded professionals with an international team, please apply via our career portal. Applications should include your resume, a cover letter with the earliest starting date, your salary expectation and why you would like to join us.

For further information please check www.bluebyte.de and www.ubisoft.com.