



Animation Programmer - Assassin's Creed [VR] for the Oculus platform (f/m/d)

Düsseldorf - Full-time - 743999719774353

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The Animation Programmer will be responsible for the technical side of character animations within the project and will serve as a liaison between Character Animation Artists and Gameplay Programmers.

Specific responsibilities will include:

- Expand and maintain the animation layer between NPC behaviors and Unity's Mecanim system.
- Maintain the visual character prefabs.
- Create and update procedural animations and IK systems on NPCs.
- Implement real-time facial phoneme animation system for spoken audio lines.
- Support character ragdoll code and the animation side for grabbing, pushing, pulling.
- Design, implement, and iterate on new and existing systems and tools.
- Assist with performance optimization of animation systems, including levels of detail.

Internal Relationships

- Act as a technical contact between animation artists and feature team programmers.
- Collaborate with technical artists as needed.

- 3+ years of professional programming experience with an emphasis on character animation (at least 1 published title preferred)
- Master's or Bachelor's degree in Mathematics, Computer Science, or Software Engineering
- Experience in Unity and Unity's Mecanim system
- Strong 3D math and computer graphics skills
- Experience in IK/FK systems
- Debugging and problem-solving skills
- Good understanding of modern animation techniques

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.
- 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.
- 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.
- Monthly Mobility Budget. 80€ per month that can be used on bicycle lease, parking spot rental or public transportation ticket.

If you want to grow with us and enjoy the game industry, we look forward to receiving your application including your availability, motivation and salary expectations.

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

[Ubisoft Blue Byte GmbH](#)

[Studio Düsseldorf](#)

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Geschäftsführer: Yves Guillemot

Sitz der Gesellschaft: Düsseldorf

Amtsgericht Düsseldorf HRB Nr. 51772