Technical Animator (f/m/d)

Berlin - Full-time - 743999924738363

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As a Technical Animator you will work on the animation pipeline, rigging of characters and props, and implement assets into the game. You will work closely with the animation team, character and prop artists, and engineers to support the animation production and to bring the characters to life in the game.

What you will do:

- Rigging and skinning of character assets and props
- Provide technical support for the character artists and animators
  to optimize processes, eliminate roadblocks, and maintain a smooth production pipeline
- Be a link between character artists, animators, and the game engine
  to ensure the highest possible quality of the assets in the game
- Create and maintain documentation of workflows and tools for collaboration and reference

What you bring:

- Excellent knowledge of artistic human anatomy and motion
- Ability to create high quality skeletons and skinweights for complex character assets
- Excellent understanding of rigging pipelines and game specific technical constraints
- Experience with industry standard animation tools (Maya, Motionbuilder)
- Experience with Game Engines and a good understanding of game animation systems
- Ability to identify and solve bottlenecks within the animation pipeline
- Ability to write clear and concise technical documentation for a technical and non-technical audience
- Great communication skills, and a proactive and solution-oriented attitude Ability to communicate constructively with positivity and respect for others
- Good English verbal skills, both orally and in writing
- 2+ years as a Technical-Animator/Rigger or relevant experience with significant involvement with at least 1 published title

Nice-to-have

- Animation experience Python scripting and programming skills Any artistic skills (e.g. life drawing)

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 (only for art roles etc.)

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://berlin.ubisoft.com/en/.