



Lead Animator [Avatar Frontiers] (f/m/d)

Düsseldorf - Full-time - 743999755956071

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<https://jobs.smartrecruiters.com/Ubisoft2/743999755956071-lead-animator-avatar-frontiers-f-m-d-?oga=true>

Avatar: Frontiers of Pandora

As part of Avatar Frontiers of Pandora, you will play an instrumental role in bringing to life the beautiful and dangerous world of Pandora. This is a unique opportunity to keep growing your experience in games while working hand in hand with Disney's creative minds and James Cameron's production company, Lightstorm Entertainment.

What You'll Do

As our new Lead Animator you will be leading and managing the Animation and Technical Animation teams in our project, setting objectives for both short and long term, driving quality standards and collaborating with Directors to deliver AAA game experiences.

- Collaborate with the Art Director, Technical Art Director and Animation Director to create animations that fit to the visual style of the project and set a new benchmark on animation quality for the team.
- Set ambitious goals for your teams and help them to excel in their execution, while being a beacon of help for other artists, programmers and designers in our project
- Quickly prototype animation systems that will serve as a basis for animation and gameplay-related discussions
- Help the team to understand the artistic direction of the project and delivers top-notch quality on a constant level
- You know the overall game development process and collaborate closely with production and help to set priorities, optimize workflows and processes.
- You build, develop and nurture a strong, empowered team with a healthy, diverse and supportive team culture and act as coach for each team member.

What You Bring

Our new team member would have a high degree of self-motivation and initiative. You'll be able to communicate well and have a keen eye for animation. As a passionate and valued lead animator on the team you will be positive and forward thinking and be able to anticipate the needs of the project and your team members.

- 5+ years' experience as an Animator or Technical Animator in game development with a strong understanding of rigging, skinning, keyframe animation, motion capturing and procedural

animation. You shipped at least 1 AAA title in a leadership role, ideally as lead animator or lead technical artist.

- You are able to work with a complex animation system and complex animation state machines
- You understand workflows and tools (e.g. MotionBuilder, Maya) in animation production for games with the ability to modify and improve them.
- You have a solid technical understanding of the animation pipeline and are motivated to constantly expand your knowledge and expertise in this area, so you can better assist your teams.
- You are a strong communicator and can easily discuss and negotiate on a professional level with people up and down the hierarchy and are fluent in English, both verbally and written

Bonus

- We highly value additional experience and skills from working with Mocap Data working as rigger, modeler or texture artist or the ability to create custom tools and scripts
- Being an avid gamer helps to make great games.

What We Bring

We offer a highly motivating opportunity 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.

- Relocation and Visa Support
- 26 days paid vacation per year. Additionally, you will get half a day off on Christmas Eve and New Year's Eve and 11 bank holidays
- Our Ubisoft Blue Byte Academy offers multiple opportunities for you to discover your full potential and develop yourself in various areas.
- Opportunities for growth on your desired career path: Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, Experts and library.
- German classes for free. Main language in the studio is English.
- Company Pension Scheme
- Up to 350€ childcare support per child per month.
- Discounted Games and all games on Ubisoft Connect for PC
- 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€
- All Legal residents of Germany are entitled to free public healthcare

PORTFOLIO

For us to review your application it would be great to see a portfolio of your work together with your application.

It would be great if it contain:

- A detailed shot breakdown of your work, including what you are responsible for in your reel,

portfolio, screenshots etc.

- Examples of character animation (full body motion, emotions etc.)
- Examples of animation style variety
- Examples of environment animation or visual effects
- Examples of animation rigs and their functionality in a 3D package

For further information please check:

- www.bluebyte.de
- www.bluebyte.ubisoft.com/en/portfolio/the-avatar-project/