



Senior Animator [Avatar: Frontiers of Pandora] (f/m/d)

Düsseldorf - Full-time - 743999796509737

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/743999796509737-senior-animator-avatar-frontiers-of-pandora-f-m-d?oga=true>

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 an opportunity for you 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.

As our new Senior Animator, you will drive the animation quality of a brand-new IP and collaborate with Directors to deliver an amazing AAA game experience.

- Animate and motion edit Mocap data within complex animation systems
 - Collaborate with the Art Director and Lead Animator to create animations that fit to the visual style of the project
 - Provide knowledge and solutions for animation problems
 - Set up complex animation state machines
 - Provide skinning for complex characters
 - Cooperation with other Ubisoft teams all around the world on a daily basis
 - Provide support and advice for artists
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- 5+ years experience as an Animator in game development with a strong understanding of rigging, skinning, keyframe animation, motion capturing and procedural animation.
 - Working knowledge of Maya, Motion Builder, 3DSMAX, and/or other commercial 3D authoring packages.
 - A keen eye for motion, weight, timing and animation.
 - Being able to work with a complex animation system and complex animation state machines
 - Able to keep content within the current projects art style and work within those limitations.
 - Understand typical workflows and tools in animation production with the ability to modify and improve them.
 - Be forward-thinking and anticipate the needs of your project.
 - Great communication skills and a positive attitude
 - Fluent in English, both verbally and written

What We Bring

We offer the opportunity to work on a brand-new IP from Ubisoft, where you will get the chance to really put your own mark on the game!

You get the opportunity to create unique animations in our snowdrop engine, with the goal of bringing life to the beautiful and dangerous world of Pandora.

- 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.
- Flexible working hours and work from home policy.
- Our Ubisoft 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 eligible for free public healthcare.

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