Animation Programmer - [Assassin’s Creed VR] (f/m/d) (Programming) Düsseldorf, Germany - Full-time - REF15221D

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**Company Description**

Ubisoft is a leading producer, publisher and distributor of interactive entertainment products worldwide and has grown considerably through a strong and diversified line-up of products and partnerships. Ubisoft has development studios in 28 countries and sells video games in more than 55 countries around the globe. We are committed to delivering high-quality, cutting-edge video game titles to players. In our German offices in Düsseldorf, Mainz and Berlin, we are working on brands like “Tom Clancy’s Rainbow Six Siege”, "Far Cry", "James Cameron's Avatar", “Beyond Good & Evil 2", "Ubisoft Escape Games", “The Settlers”, “Anno” and many more.

We are now accepting applications for an experienced and motivated **Animation Programmer (f/m/d)**that aspires to take games to the next level. In this AAA VR Unannounced Project you will develop and maintain high-value productions as Developer in a multi-cultural team. With your experience, you are able to possess a strong technical background and collaborate with teams all around the world!

**Job Description**

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.​

**Qualifications**

* 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

**Additional Information**

**Your Benefits**

* **Bonus Scheme**
* **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.
* **Development Support:**Leadership training, workshops, guest speakers from the industry, online Ubisoft learning platform, coaches, paid self-study hours and library.
* **Free English and German**; The business language in the studio is English. No German is required to work with us.
* **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.** In addition, we also offer 5 ‘care for ill children days’ per child per year.
* **Gym Subsidy**
* **Monthly Travel Budget**
* **Discounted Ubisoft Games**
* **Ubisoft pays 50% of your Health Insurance**
* **& more**

**Living in Düsseldorf**

Düsseldorf is a very international city close to the border of Germany famous for it's Japanese culture. With a Japanese gardens, "Little Tokyo" area for Asian cuisine and celebrating Japan Day along the River Rhine each year. Art Galleries and Museums can be found as well as the "Old City" - a lively area of bars and restaurants amongst traditional German architecture. Two hours from Paris, Amsterdam, the UK and Hamburg - an excellent location to explore Europe even on a weekend. A large Deer park offers a natural sanctuary for those needing a break from the city life. More rural and suburban areas surround the city for those looking for a more relaxed pace.  
  
If you are passionate about video games and would like to work with like-minded professionals in an international team, please apply via our career portal.

The application **must**include **your resume, and a cover letter detailing your earliest starting date, salary expectations and motivation.**

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

[Ubisoft Blue Byte GmbH](https://mana.ubisoft.org/SitePages/Redirect.aspx?q=https%3A%2F%2Fbluebyte.ubisoft.com%2Fen%2F&s=0)  
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