UBISOFT

CREATE THE UNKNOWN

Established in 2006, Ubisoft Sofia has grown to a world-class AAA game dev studio. Throughout the years, the studio has released more than 18 titles, ranging from small casual to big open-world games, and covering a wide range of platforms & technologies. Ubisoft Sofia has brought expertise and creativity into brands such as Tom Clancy's®, Prince of Persia®, and is a key contributor to the Assassin's Creed® franchise. With more than 240 talented professionals, the studio is currently working on several big Ubisoft's titles.

Our worlds are infinite. Choose your path and create the unknown.

CINEMATIC DESIGNER

The Cinematic Designer is responsible for creating high quality in-game scenes through collaboration with the cinematic director, quest design and animation teams. The ideal candidate should have a good understanding of cinematography, storytelling and acting, as well as strong sense of composition and pacing.

JOB RESPONSIBILITIES

- Creating interactive cinematic sequences using in-house engine and integrated tools;
- Collaborate with quest designers, writers and directors to translate script into dialogue scenes, maintaining the balance and continuity between story and gameplay;
- Follow and maintain pipelines and technical requirements;
- Balance quality with efficiency when working under tight deadlines;
- Be informed of the most recent project development in terms of direction, narrative and design, as well as engine and tools.

QUALIFICATIONS

- A good knowledge of cinematography and editing;
- A good sense of pacing is a top requirement;
- A good understanding of the narrative elements and how they work together;
- Good understanding of animation and acting - more specifically, poses and gestures;
- Have good analytical and logical thinking;
- Ability to relate to others;
- Good communication and collaboration skills;
- Desire to constantly learn and improve;
- Passionate about game-making and film;

GOOD TO HAVE

- Experience in filmmaking, animation, art, video games development;
- Experience with node-based visual scripting;
- Experience with 3D and game-making software (MotionBuilder, 3DSMax, Maya, Unreal Engine etc.).

WE OFFER

- Informal, friendly and international working environment;
- Opportunities to develop your skills working on AAA games;
- Learn and grow with the best professionals in the gaming industry;
- Possibility to take part in international work-related conferences and trainings;
- Benefits package including – private medical health and dental care, food vouchers, card for all public transport lines, monthly brunches, gifts for special occasions, special game dev merchandise, library of books and games, and many more;
- Flexible working hours and additional days off;
- Excellent office facilities and location right next to Borisova Garden Park in Sofia.

UBISOFT SOFIA