



Research Student – La Forge

Chengdu, Sichuan, China
Intern

Flexible Working Organization: Office-based

Company Description

Established in 2008, Ubisoft Chengdu is one of the key game studios in western China and a full-fledged production center, with over 320 talents contributing to Ubisoft's line-up. We have a strong track record of co-development on Ubisoft's biggest brands such as Assassin's Creed®, Skull and Bones™ and For Honor®, as well as developing casual games such as Rabbids party game and bringing hit titles to Switch.

Meanwhile, we are also a pioneer in cutting-edge technology driving Ubisoft's "games as a service (GAAS)" ethos. Chengdu's technology team develops products that empower production teams to make educated, data-driven decisions on hit Ubisoft brands.

To find out more, please visit our website: <http://www.ubisoftgroup.com> or our WeChat account (UBISOFT育碧 or 育碧招聘).

育碧成都自2008年建立后已成为中国西部地区主要游戏研发工作室之一，并拥有超过320名员工致力于研发育碧旗下的经典游戏。我们与其他育碧工作室合作研发了多个AAA游戏，如《刺客信条》、《碧海黑帆》及《荣耀战魂》。同时我们也致力于自主研发休闲类游戏，如《疯狂兔子：奇遇派对》以及将多款育碧经典游戏移植到Switch平台。

同时，育碧成都工作室也是研发前沿性技术的领军者，其“Games As A Service (GAAS)”的理念带领企业不断推陈出新。成都工作室的技术团队开发的产品被运用于育碧旗下众多知名游戏品牌，有效协助研发团队基于科学数据做出准确决策。

想要了解更多，敬请点击<http://www.ubisoftgroup.com>，或关注我们的微信公众号（“UBISOFT育碧”以及“育碧招聘”）。

Job Description

As a Research Student at Ubisoft La Forge China, you will work closely with a group of R&D scientists, developers, and production experts. You will design, implement, and evaluate state-of-the-art prototypes that bring innovations to players and across the company, in domains such as Generative AI, Characters & Animations, or Computer Graphics to name a few. As La Forge believes in the power of expanding public knowledge, you will not only share the results of your research internally across Ubisoft, but also have opportunities to give talks at external conference and publish papers in scientific publications.

岗位介绍

作为育碧La Forge中国团队的Research Student，你将和研发科学家、开发人员 and 游戏项目组专家紧密合作，一起构思、实施和评估行业最先进的原型，为玩家体验和开发工作带来创新。团队的研究领域涵盖生成式AI、角色与动画、计算机图形，等等。La Forge坚信知识共享能够推动生产力发展，因此你将不仅在育碧内部分享研究成果，也将有机会参加外部学术会议或科学出版物上发表文章。

Responsibilities

- Collaborate with team members and game production teams to develop prototypes.
- Explore innovative ideas through designing and implementation of prototypes.
- Set up experiments to evaluate, compare, and refine prototypes.
- Share your results through written analyses and presentations.
- Document your work for knowledge transfer and to allow users to understand prototypes.
- Provide support on the prototype you have worked on.
- Communicate progress outside Ubisoft by publishing papers and presenting at conferences.
- Program with respect to best practices, performance, maintenance, compatibility, and portability requirements.
- Stay up to date on relevant research and technological advancements to identify new opportunities applicable to video games.

岗位职责：

- 与团队成员和游戏研发团队合作开发原型。
- 通过设计和实施原型来探索创新性想法。
- 设立实验来评估、比较和完善原型。
- 通过书面分析和演示与我们分享你的研究成果。
- 记录工作过程，以促进知识传递及帮助用户理解原型。
- 为您所参与的原型后续工作提供支持。
- 通过发表文章和参加学术会议上等方式，对外宣传育碧的研究进展。
- 遵循最佳实践、性能、维护、兼容性和可移植性要求进行编程。
- 保持关注最新研究和技术发展，以识别适用于视频游戏的新机会。

Qualifications

- An ongoing university degree in a relevant area of study, such as:
 - Machine Learning (CV, NLP, RL, DL etc.)
 - Computer Science
 - Statistics
 - Applied Mathematics
 - Applied Physics
- Hands-on experience in personal projects, internships, or industry.
- Intermediate to advanced knowledge of Python and/or C++ and frameworks such as TensorFlow, PyTorch, Keras
- A solid foundation in mathematics
- Critical thinking capabilities
- Curiosity and resourcefulness
- Good interpersonal and communication skills
- Collaborative and results-oriented spirit

Bonus Points

- Some experience with Digital Content Creation tools (Maya, Houdini, Blender, MotionBuilder...).
- Some experience with game engines such as Unreal or Unity.

Some Knowledge about the video game development process.

岗位要求：

- 在校硕博研究生，相关研究方向如下：
 - 机器学习（计算机视觉、自然语言处理、强化学习、深度学习等）
 - 计算机科学
 - 统计学
 - 应用数学
 - 应用物理学
- 在个人项目、实习或行业中具有实际经验。
- 对Python和/或C++以及TensorFlow、PyTorch、Keras等框架具有中级到高级的知识。
- 扎实的数学基础
- 具备批判性思维的能力
- 充满好奇心和富有应变力
- 良好的人际交往和沟通技巧
- 具有合作和以结果为导向的精神

加分项：

- 具备一定的数字内容创作工具的使用经验如Maya、Houdini、Blender、MotionBuilder等• 具备一定Unreal或Unity等游戏引擎的使用经验。

- 对视频游戏开发流程有一定了解。

Additional Information

About La Forge

La Forge is a bridge between academia and video game production, between scholars and industry experts. Dedicated to innovation, our mission is to accelerate research and development through prototyping based on the most recent academic progress. We help content creators to build richer and more believable worlds, while focusing on improving our players' experience. We explore subjects such as assets generation, animation, gameplay AI, audio, and physics, rendering, etc.

关于La Forge：

La Forge以其独特的风格和开放的方式，联合游戏行业专家和学界人士，在学术研究和行业创新应用之间搭建桥梁。致力于科技创新，团队使命是通过基于最新学术进展的原型制作来加速游戏研发。我们帮助内容创作者构建更丰富、更可信的世界，同时专注于提升玩家的游戏体验。我们的研究方向包含资产生成、动画、游戏AI、音效、物理、渲染等领域。

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Posted by
Bang Ning (Barry) Zhou

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