

As an AI Animator, you will be expected to create high fidelity 3rd person Non Player Character animations that align to our pursuit of ultimate player immersion. This Immersion is achieved with Animations that display realistic human motion and emotion in combat scenarios that bring our NPCs to life! The ability to analyze and deconstruct the human range of motion, and executing the “feel” the project dictates, is the prime directive

KEY RESPONSIBILITIES

- Use Motion Capture and Hand-Keyed Techniques to create high-fidelity NPC Animations that are genre-defining
- Implement and maintain Animations using Proprietary Tools and always evolving Animation engine
- Communicate and collaborate with the most passionate team of engineers and designers to bring to life our most comprehensive NPC Animation to date

QUALIFICATIONS

Required

- +2 years of Game Development experience
- A strong passion for Animation, video games, and the entertainment it inspires and draws from
- A strong ability for Hand-Keyed Animation
- Strong Maya Animation experience
- Possess the ability to take tasks to completion with high fidelity
- Collaborative ability to work with multiple people and disciplines to complete tasks
- Possess the ability to receive and address feedback