

You'll be working to design, create, and extend the underlying animation systems which bring our games to life. Your contributions will empower the whole development team and help our games to shine. You will work on a small collaboration-oriented team where you will have the opportunity to contribute in meaningful ways.

## **KEY RESPONSIBILITIES**

- Extend and improve the existing animation systems
- Optimize animation code and systems
- Work with the gameplay team to implement animation features and content
- Collaborate with Lead Core Engineer on technical design and feature roll out
- Work with animators and other engineers to identify systems in need of improvement
- Coordinate with other developers to ensure smooth roll out of new features
- Review the work of other engineers and provide mentorship
- Create and maintain technical design documents

## **QUALIFICATIONS**

### **Required**

- C/C++ experience with understanding of multi-threaded programming techniques
- Experience with low-level animation systems in modern game engines
- Understanding of low-level optimizations and cross-platform development
- Experience building games as an engineer for PlayStation, Xbox, or PC
- Ability to be self-directed, focused, and detail-oriented
- Experience on the new generation of consoles (PS5, Xbox Series X)