

The ideal candidate for this position demonstrates animation prowess, a strong drive to grow and improve, and refined interpersonal skills. The Animator reports directly to the Animation Lead.

KEY RESPONSIBILITIES

- • Create blockings, placeholders, and fully polished keyframe animations
- • Clean and polish motion capture data with high fidelity
- • Ensure animations delivered reach the project's quality expectations
- • Prioritize tasks and meet deadlines
- • Participate in team planning meetings
- • Actively contribute to team meetings, team post-mortems, and other team exercises
- • Remain flexible regarding shifting production priorities
- • Create high-quality cinematic animations
- • Work in JIRA to provide status updates and show task progress
- • Assist in motion capture direction or shoots

QUALIFICATIONS

Required

- • 3+ years of industry experience with a Resume and Demo Reel to review
- • Autodesk Maya expertise
- • Enthusiastic, positive, team-oriented; must have the ability to interact and collaborate with all departments and disciplines
- • Understanding of animation production techniques and processes
- • Good technical knowledge of UE4 or other game engines

Desired

- • Experience with task tracking software such as JIRA
- • Experience with Character Rigging and Mel / Python Scripting (Maya)
- • Experience with UE4 Blueprint
- • Experience with 3DS Max
- • Experience with version control systems (Perforce, Subversion, Git, etc.)