

As a Cinematic Animator you will be involved in all aspects of production from prototyping character movement, to the technical implementation of in-game content, to finalizing spectacular in-game animation for a variety of characters. You will support the animation team's goals of efficient and aesthetic completion of tasks as well as participating in critique towards animation and the overall creative process.

### **KEY RESPONSIBILITIES**

- Create high quality key-frame animations
- Edit Motion Capture data to craft detailed character animations
- Maintain the visual continuity, quality, and performance across characters as set by Project and Animation Leadership
- Work with other adjacent groups including Character Riggers, Character Artists and Designers
- Exhibit and promote a positive attitude and desire to grow
- Introduce new toolsets, systems and pipelines into your craft

### **QUALIFICATIONS**

#### **Required**

- 3 or more years of experience working as an animator on a shipped game title (AAA)
- Proven experience collaborating with multiple disciplines, peers and managers
- Understanding of the core principles of animation
- Understanding of core game design principles
- Good communication skills
- Outstanding ability to problem solve, drive creative solutions
- Ability to take direction well
- Thorough knowledge of Maya
- Undergraduate degree or completion of a certificate program that provides an education in the fundamentals of art