

Cinematic designer works to implement our real time cutscenes content in collaboration with our animation and level design teams. This person will have a strong technical background and excellent communication skills, as well as an eye for the artistic side of cinematics.

KEY RESPONSIBILITIES

- Collaborate with creative stakeholders (Animation, Narrative, Art, Level Design, Game Design, Audio, etc.) to ensure the seamless integration and technical efficiency of our cinematics
- Setup and maintain all major narrative scenes throughout the entirety of production
- Script engaging in-game cutscenes with complex branching elements
- Facilitate a steady pipeline from Maya into our proprietary engine and tools
- Assemble previz cinematics for blocking and review of major scenes
- Manage the video capture pipeline, specifically for in-engine pre-rendered cinematics, but also reference materials sent to external vendors
- Attend MoCap sessions for tracking and coordination of capture
- Work with technical stakeholders, such as Tech Art, Tech LD, and others to improve our tools and pipeline

QUALIFICATIONS

Required

- 3+ years of professional experience in game development, with at least 1 shipped title
- Demo reel or portfolio demonstrating previous experience
- Excellent comprehension and command of visual scripting systems and logic flow
- Excellent interpersonal communication skills, with the ability to convey ideas, highlight issues, and receive critique
- Strong documentation, organization, and data management skills
- Knowledge of the fundamentals of cinematic language, including pacing and composition
- Comfortable learning proprietary engine and tools
- Comfortable communicating in English